

BIBAFAX

No. 79 2005

November

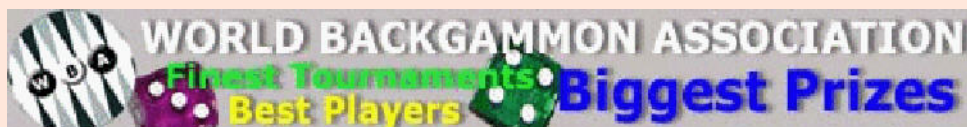
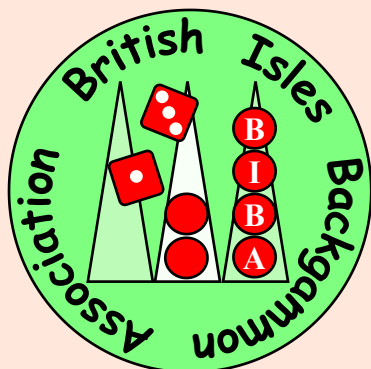
December

Magazine of the British Isles Backgammon Association

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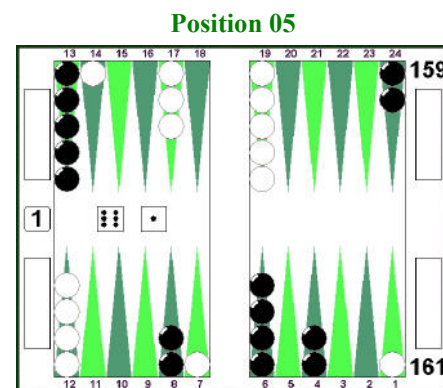
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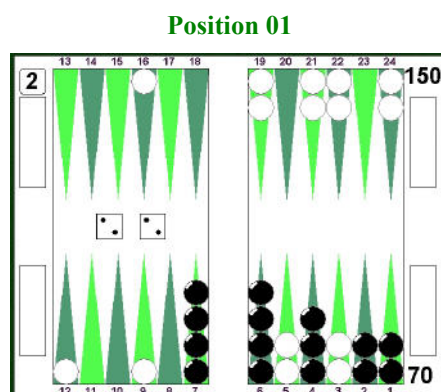
During his match against Rachel Rhodes in the final of the At-A-Glance™ British Open, Julian Minwalla reached the heady heights of World Class according to Snowie. According to Roy Hollands (who knows lots of things!) Julian is the first Biba member to be declared World Class by the bot.

Would you have been good enough to play at this level? Here's a few positions that Julian (white) got correct - see how you compare. I have given you a fifty-fifty chance (mostly) to get it right. Check out your score after the positions have been shown.



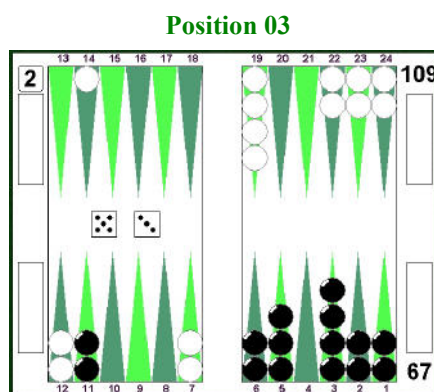
Black 0 White 6
White to play 61

- a. 11/5 6/5
- b. 13/7 8/7
- c. 24/18 11/10



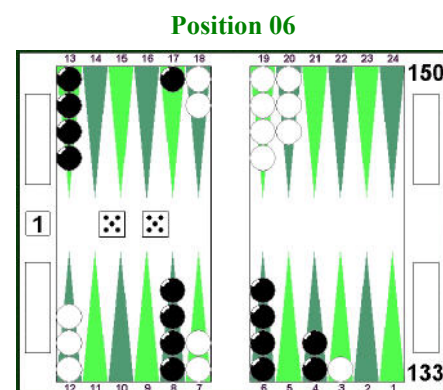
Black 0 White 0
White to play 22

- a. 16/10 13/11
- b. 16/14 13/11 9/5



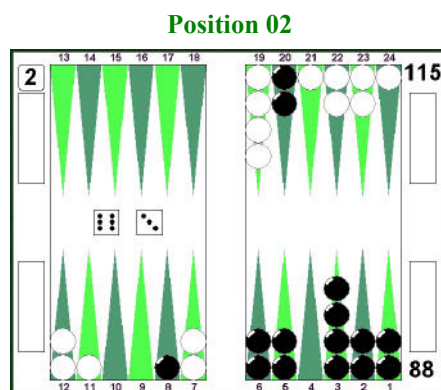
Black 0 White 2
White to play 53

- a. 13/5
- b. 13/8 13/10



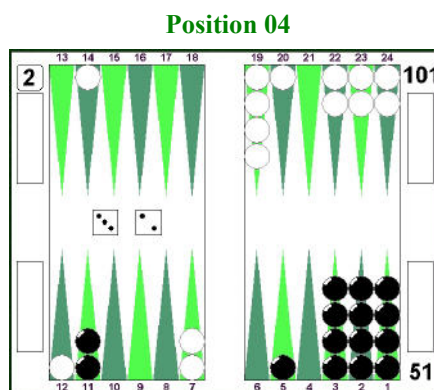
Black 0 White 6
White to play 55

- a. 18/8*(2)
- b. 13/8*(2) 8/2(2)



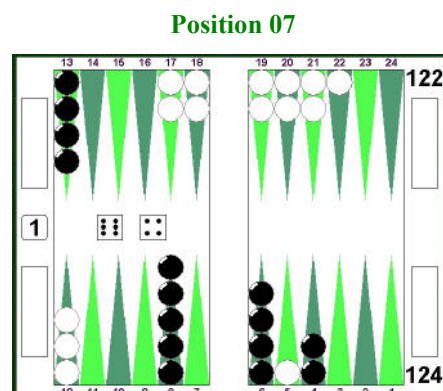
Black 0 White 0
White to play 63

- a. 13/4
- b. 14/8 4/1



Black 0 White 2
White to play 32

- a. 11/8 6/4
- b. 13/10 6/4



Black 0 White 6
White to play 64

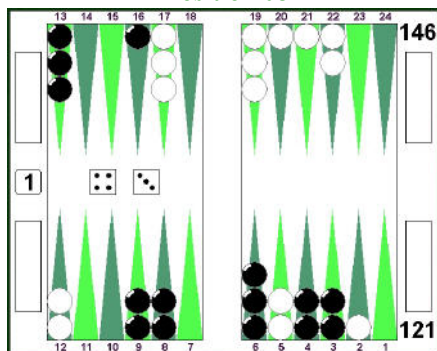
- a. 13/3
- b. 20/10

Continued on the following page



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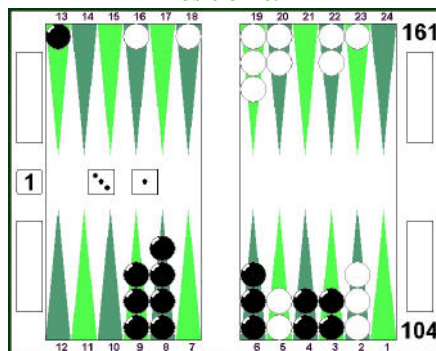
Position 08



Black 6 White 6
White to play 43

- a. 8/4 8/5
b. 13/9* 8/5

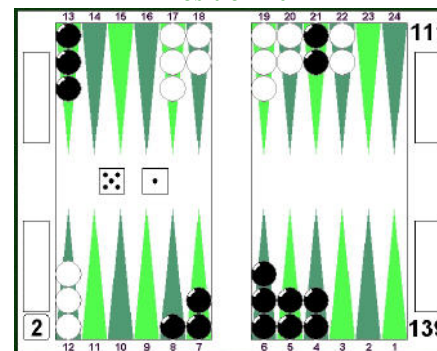
Position 09



Black 6 White 6
White to play 31

- a. 6/2
b. 23/20 9/8

Position 10



Black 8 White 6
White to play 51

- a. 8/2
b. 13/7

01 Answer

Getting two checkers into the outer board with 16/10 13/11 is missing what's going to happen to black on her next roll . . . Nothing! There's not a single roll that'll leave her vulnerable to a hit from white. White is missing out on making his very valuable 5-point by playing this move, he should have slotted with 16/14 13/11 9/5 - still getting in the crossovers but at the same time leaving a six to make the 5-point.

- a. Zero
b. 1

02 Answer

Although making the 4-point looks attractive white can't really afford to leave on two blots, even if they are indirects. He could survive being hit once but not twice. It's better to leave one direct shot (all 3s except 11) than to risk two checkers being hit. This play also covers the 1-point blot and makes white's board stronger.

- a. zero
b. 1

03 Answer

If black rolls 6s next time she'll be leaving a blot unless it's 66 or 65; either way, whatever (if any) shot she leaves white won't be hitting with a six of his own therefore, playing 13/5 and slotting the 5-point gives him chances to hit and to cover. He might be duplicating 1s but that's better than no slot at all.

- a. 1
b. zero

04 Answer

White has to give himself maximum hit-

ting and pointing numbers and if he plays 11/8 6/4 he'll have fewer pointing chances. Now that black's board has opened up white can make a more 'risky' move.

- a. Zero
b. 1

05 Answer

Having opened with a 62 and played it the 'modern' way white now has to decide whether or not to abandon the checker on the 18-point in favour of his bar- or 5-point. Tempting as it might appear to make either of the two points, covering the blot is best. The advanced anchor on the 18-point is preferable to the other two; they can be made later.

- a. Zero
b. Zero
c. 1

06 Answer

Playing two off the mid-point and making the 2-point after hitting looks ok, but it leaves white with two blots on. Here it is better to play both checkers off the 18-point to hit preserving the mid-point for the runner to find a safe haven.

- a. 1
b. zero

07 Answer

Did you play 13/3 making an excellent 6-prime? Well, it certainly looks good, but without a nice black checker behind it it's just show! What if you never get a hit? What if your runner is hit?

The best move here is to run like hell and go for the race; you'll be 8 pips ahead after this move - not a lot in it, I know, but white has good distribution and should

pull ahead quite soon. If black could choose your move for you which of the two candidates do you think she'd pick? Not the one that takes away her chances of hitting you, that's for certain!

- a. Zero
b. 1

08 Answer

Hitting and covering the 5-point looks a dodgy play, doesn't it? Four blots on! But, is it that dodgy? White already has a good advanced anchor on black's 5-point so being hit back won't be too bad.

Black has twenty-seven rolls that re-enter, seventeen of them re-enter and hit, nine of which double hit. So, she is favourite to enter 75% of the time. If she doesn't re-enter or if she does but without hitting then on his next roll white has just three rolls that won't cover his 4-point; 66 and 61, and of those, two, 66 will make the 2-point and 61 will pick up the blot (possibly). So the 'dodgy' play trades a 47% chance of being hit for a 92% chance of making the 4-point. Need I say more?

- a. zero
b. 1

09 Answer

Making the 2-point now fails to see the timing problem that could befall white. He only has three spare checkers: on his 9- and 7-points and one on his 23-point. If he fails to move the runner 23/20 then he might have to break off the 20-point anchor sooner rather than later. He needs to ensure that he doesn't break too soon and that his home-board doesn't crunch before he gets a hit.



10 Answer

Here the simple 13/7 building move is better. It adds to the pressure on black's 21-point anchor and gets a mid-point checker onto a safe point. Slotting the 2-point is a waste of a good builder and serves no real purpose.

- a. zero
b. 1

So, are you a World Class player like Julian Minwalla? Check your scores with those on the right and see if you're ready yet to take on the world.

- 10 You're a World Class player
9/8 Advanced
7/6 Intermediate
5/4 Beginner
3/0 Watch Julian playing and learn!

2006 Renewals

Biba is changing its subscription format for 2006. For the first time in its history Bibafax will be made available as a subscription only magazine. It will be available in three formats: black & white, full colour or on CD-ROM.

NB: All costs include postage

Bibafax subscriptions are (UK & Europe):

B&W or CD	Full Colour
£25	£45

Rest of the world add £5 to above.

If subscribers want to take part in 2006 Biba tournaments then they can do so for a one-off payment which can be paid one of two ways:

- £10 with their annual subscription
- £15 at their first Biba tournament

2006 renewal fees are now due and can be paid in one of three ways (sterling):

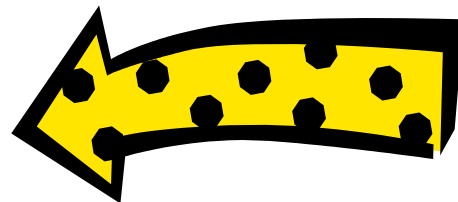
- Cheque payable to Biba
- Cash at tournament
- Visa card using PayPal online

In addition, tournament registration fees are to change in 2006 to £20 allowing for prize money for the *Grand Prix* and Ranking Championships. At the present only the top three in each championship get a prize; this is to be extended to the top ten in each one and will be divided thus (based upon a projected prize fund of £2500):

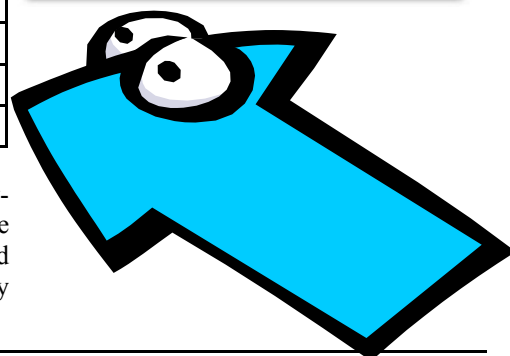
Grand Prix 01	£350	Ranking 01
Grand Prix 02	£250	Ranking 02
Grand Prix 03	£200	Ranking 03
Grand Prix 04	£150	Ranking 04
Grand Prix 05	£100	Ranking 05
Grand Prix 06	£75	Ranking 06
Grand Prix 07	£50	Ranking 07
Grand Prix 08	£25	Ranking 08
Grand Prix 09	£25	Ranking 09
Grand Prix 10	£25	Ranking 10

In each Bibafax a list shall appear showing the Prize Fund allocation to date (after each tournament on the web) and the prizes will be handed out in January at the Bright 'n' Breezy tournament.

Note: Only Bibafax subscribers are allowed to play in Biba Tournaments during 2006.



**2006 Renewals
Please pay before
January 1st 2006**



Hard Contract - Part II By Mike Nosanov

"Accordingly, in this particular situation, one must play the score sheet as well as the odds. Take the close double, it's always tough to win a 9-point match with the score 8-4 against you. But 7-6 you can win without a miracle."

Unaccustomed as Paul was to public speaking, he couldn't help feel a rush of gratitude as the assembled throng applauded his concise but thorough extemporaneous lecture.

"Say, this feels good, Old Man."



The Devil wondered if "Your Devilship" might be a preferable salutation after all.

"Good, enjoy it while you can," he replied,

somewhat cryptically.

"What do you mean, while I can?"

"Listen, Paul, you can't expect to remain a big fish in a small pond indefinitely. We're going to Detroit for the United Auto Workers International Backgammon Tournament. Flight 847, tomorrow, unless, of course, you'd rather travel with me."

"I'll use a plane, thanks. How did you manage to get their pension fund to sponsor this thing? Don't tell me, you're on the Board of Directors?"

"My, you've certainly developed your powers of observation, calculation, and..."

"Forget it," Paul interrupted. I haven't had a day off in weeks. When do I get to stop and smell the roses, anyhow?"

A bunch of San Lorenzo Love Buds ap-

peared, as if by magic, in a small white vase that wasn't there before, in the center of the table.

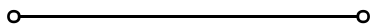
"Enjoy," the Devil said, producing a by now soiled and dog-eared document. "I see," he noted momentarily, thumbing the pages, "no provisions for stops to smell the roses. Therefore, these are on the house."

Paul inspected his copy of the contract. "You're always quoting me chapter and verse from this damn thing. Does anyone ever find a break in your documents?"

"I never miss when I set my mind to it," replied the Devil. "Now, for example, right here, you are to travel coach, except when first class is all there is. Of course, I can always *arrange* to have at least one



unclaimed coach seat. The large print giveth, and the small print taketh away.”



Paul was tired. He had developed a tic in his right eyelid, an involuntary reaction to watching the throw of his opponents’ dice. His haemorrhoids had grown constantly worse from repeated marathon matches, bus trips, and hard airline seats.

“I’m almost there, aren’t I?” It was more of a plea than a question. Paul coughed involuntarily, clearing but for a brief moment his smoke-saturated lungs. There was no smoking prohibition in private clubs. His handkerchief, tattered and soiled with use in controlling his aggravated sinus condition, had seen better days.

“Yes, I’ve arranged it rather well so far,” said the Devil, pleased with himself. “Now that you’ve won the Pope John Paul Memorial Championship, the backgammon world is beginning to take note of you.”

“Say, that reminds me,” Paul interrupted, “How did you manage to get the Pope to sponsor... you don’t mean...”

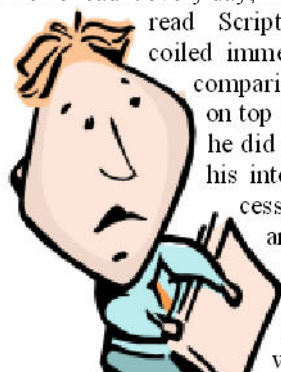
“Precisely.”

Paul pondered this revelation with some anxiety and misgiving. The UAW? The Vatican? Why, the Devil could arrange presidential elections, too, probably...

“Them, too,” the Devil answered telepathically.

Paul inspected his contract again. Seemed like he read it every day, like some people read Scriptures. He recoiled immediately at the comparison. Feeling on top of the world as he did now, thanks to his international successes, his natural and once extremely appropriate humility, had withered from disuse but had not quite disappeared. Yes, he was important, respected for his accomplishments, he was the best there was. It felt good. Tiring, but good.

“I’m glad I’m almost there. This isn’t easy for me, you know.”



The Devil was irritated. “Really? How do you think I feel? You think you’re the only person I have under contract? I have to be everywhere at once. It’s worse than Santa Claus, I tell you. Same attention to everybody, the big-time at the United Nations, helping the Terminator in California, I damn near have to hold Dubya’s hand all the time, besides watching all your and your opponents’ throws, arranging your tournaments – I tell you, I don’t get any respect.”

Paul could easily believe that.

You mean, Governor Schwarzenegger and President Bush?”

“Of course, Paul, both of them.”

Paul began to feel vaguely uneasy. “What do you mean, ‘watching all my throws’?”

“Well, I mean, I’m obligated by the contract, that is, to provide, well, insurance that you, er, continue to prosper,” the Devil concluded cheerfully. “After all, you want to be ‘recognized as the best player by the entire backgammon world’, right? Says so right here on Page 1.”

Paul’s stomach was a doubling cube, rolling over slowly but uncontrollably.

“Do you mean to say that you have been *controlling* the results of all of my games and matches?”

The Devil regarded him solemnly. “When I promise to deliver, I deliver. My word,” he said, placing his right hand over his chest, “is my bond. Surely you didn’t expect me to leave fulfilling my end of the bargain to chance?”

“But that means,” Paul began, “that...” He could not continue. How could he verbalize those old feelings of inferiority, of insecurity, of being nobody? How could he recognize, no, admit, nay, confess that unspeakable sensation?

“Quite so, my friend.” The Devil sat back like a draw poker player with a royal flush. “It was impossible for you to lose.”

The motor in Paul’s brain was running, but it wasn’t in gear. He was stunned. The color left his face. Time stood still.

“I’ve been through living hell for you! And you’ve fixed every tournament. How could you?” What little irony there was in the accuracy of the chosen metaphor was not amusing.

“I wanted you to become acclimated,” the Devil replied.

Paul riffled the pages of his contract. The photo-reproductive process had sufficiently enlarged the fine print originally, but to his surprise each letter of each word was now crisper and clearer than ever before. As the Devil waited quietly, Paul could not help observing the apparent quality of the Xerox product.

“While I’m looking”, Paul began, “how about Brother Dominic in the old Xerox commercials? You don’t...”

The Devil was restrained in his response. “Him, too”, he admitted. “By the way,” he continued, “you’ll find that everything is in order. I pride myself on living up to my agreements.”

“But wait”, Paul blurted. “If you fixed every one of my games, then I’m not the best backgammon player in the world, am I? It could be anybody?” Paul was close to tears. “You’ve broken our agreement. I want out.”

“Of course you want out.” The Devil was used to this situation. His experience was equal to the task. “You’ll recall that you wanted to be, and I quote, ‘recognized as the best player by the entire backgammon world.’ Nothing at all about actually *being* the best. Right up front on Page 1. After this tournament, you will be so recognized. QED, I will have fulfilled my end of the contract, correct?”

“Cheat! Fraud! I’ll take you to court. I’ll throw the first game, every game. You tricked me!”

“I do not cheat. I do not engage in fraud. There is no court with jurisdiction. Besides, here on Page 118, Section 1011, you waived your rights to trial and agreed to be bound by arbitration, with one arbitrator who is mutually satisfactory. As for throwing the game, here on Page 384, it clearly provides for me to take immediate and irrevocable delivery under those circumstances. That,” the Devil concluded, “would literally be suicidal.”

Paul was lost. The damn contract was clear.

“Don’t give me the old ‘life isn’t meaningful’ routine either, Paul. It’s tedious, I’ve heard it all before. I have no pity for you mortals. Give you what you want, and you want more. Give you that, and you’re still not satisfied. A bargain is a



bargain, a deal is a deal. It's a hard contract, but you'll live with. For a while, anyhow," he concluded, ominously.

"We'll see." It was all Paul could think of to say.

"So we will," agreed the Devil. "Now, you have a week off before your ascendancy to the throne. I have, you might say, another summit meeting to arrange, this time, for the entire backgammon world. You, Magriel, and Jacoby – the triumvirate will soon see a new Caesar!"

Paul was still alert, even though his insides felt like they were installed in reverse. "Another Summit? You don't mean Tony Blair? Vladimir Putin?"

The Devil could hardly contain his gloating. He began to chuckle aloud.

"And Magriel?"

The Devil was rolling on the floor, tears streaming from his eyes. He guffawed.

"And Jacoby? Not Oswald Jacoby?"

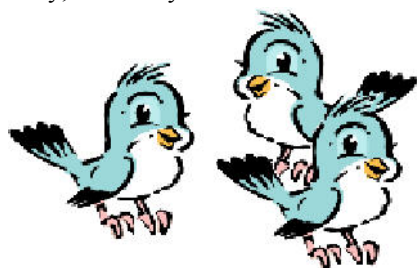
"All of them and more, my friend... All of them, ha ha ha..." In a flash of light, he was gone, leaving a sulphurous cloud of smoke behind.

"Smells like Garcia y Vega again," Paul observed. What the Hell was he going to do?



Day after day, Paul spent his allotted time in the park, lost in observation, calculation and alliteration.

"I've concluded that I'm hurtin' for certain," he observed to the pigeons scurrying around him. The park bench served as an observation post for his now rested body, but his stymied brain ached with all



the thinking he'd done. A visit to the Central Park library had produced several books on the birds of North America. Paul was now obsessed with birds.

"Free as a bird, that's all I want now for myself. You guys," he addressed the

gathered pigeons, "don't know how lucky you are. Una Paloma Blanca, I'm just a bird in the sky," he began to sing, softly and wistfully. "Una Paloma Blanca, over the mountains I fly. No one can take my freedom away. Apologies to the copyright holder," he quickly added, but none of the pigeons seemed to be listening. Paul wished that one of them would speak to him, revealing some lowly pigeon as the Devil's master, and release him from his hard contract. He read through it over and over, looking for anything about failure to deliver, habeas corpus, anything that addressed his rights and obligations at the current late stage in the scenario. Nothing.

"My goose will soon be cooked, my egg will be hard-boiled instead of hatched. An ornithological disaster."

A thought was beginning to form, deep inside his numb skull. Ornithological. Surrogate. Substitution. The bird who steals eggs and lays her own in the unsuspecting mother's nest. Substitution?



He scanned the section headings of his contract again. "Here it is, 'party of the first part'... that's me," he said, redundantly. "He covered that, too."

Then it hit him. The light bulb went on above his head. He knew what he would do.



They were there, both of them, Magriel and Jacoby, both waiting for him to appear, to play for the right to be recognized as the best player by the entire backgammon world. The Devil was there too, his bright smiling teeth gleaming in the fluorescent light. You've made me too smart even for you, Paul thought to himself.

The photographers were there too, from *Time*, *Newsweek* and *Sports Illustrated*. *The Wall Street Journal*, the *Singles Register*, and *Hustler*. How thoughtful to give me both packages, Paul thought to himself. All of them were waiting for Paul, jockeying for position, supervising the installation of their tripods, checking their batteries. But nobody actually noticed him.

He approached the tournament tables boldly.

"Yesss, I am ready to begin, if you please."

The Devil stared at Paul, taking in the scene. Despite the Far Eastern accent, assiduously practiced by Paul after a crash Berlitz language course, the Devil knew him, seeing past the turban, the robes, the tightly stretched facial skin, the pulled back hair, the Devil had seen into his, well, soul, and recognized him.

"What the Hell are you doing in that get-up?"

"Please to address me more respectfully, Your Devilship." Paul intentionally added the irritating honorarium. Give the Devil his due, he chuckled to himself, but no more. And, brother, that is all you are going to get.



"I have adopted the mysterious ways of the ancient. You may call me Paul Swami."

"Paul Swami what?" The Devil couldn't help himself, he had to ask. "What's your handle, Swami?"

"I have adopted the old and honored name of Swami Kenya Rolanumba."

Magriel and Jacoby were a little surprised that Paul was on speaking terms with the Devil, but they both immediately understood the title.

"Say, that's pretty clever! I wish I'd said that," Jacoby said.

"Don't worry, you will," Magriel countered.

The Devil's forced smile, despite his sense of humor, had disappeared. "If you think that changing your name to Swami Kenya Rolanumba changes anything, well, I hope it brings you some brief solace," he said in a fierce aside. "But it won't help you. You'll still win, and you'll still have to deliver."

"Maybe I will, and maybe I won't, Your Devilship. Read your contract."

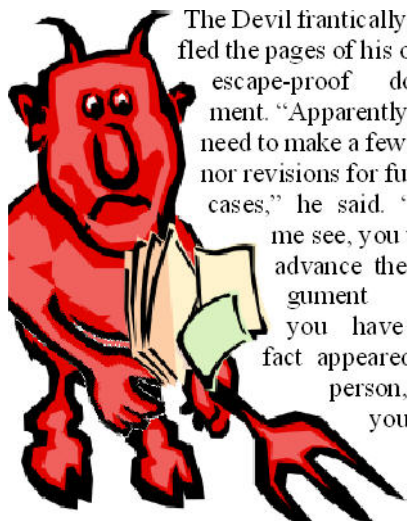
The Devil was taken aback by this directive. He produced the original document with a flourish and began to turn the pages.



"You'll find the usual about heirs and assigns," Paul began, "but nothing about changing names, facial appearances, hats, or clothes. A regrettable oversight," he concluded, clucking sympathetically.

"So what?" the Devil countered. "You still have to deliver, no matter what costume you are wearing."

Paul played his ace of trumps. "Only if *you* deliver. I'm going to take this stuff off whenever the tournament is finished. Make it last as long as you like."



The Devil frantically rifled the pages of his once escape-proof document. "Apparently I'll need to make a few minor revisions for future cases," he said. "Let me see, you will advance the argument that you have in fact appeared in person, you

have in fact attempted to win, and you will in fact win if I so arrange it. You will then remove everything you are now wearing, including that phony caste mark, and thereafter advocate that the entire backgammon world does not 'recognize' you as the best player in the entire backgammon world."

"Precisely, my friend." The phrase felt good to Paul, having been on the receiv-

ing end all too often in the past hectic months. "A minor technicality, but a fatal, no pun intended, flaw in your otherwise hard contract."

"You would rather," the Devil asked, unbelievably, "return to the form of your previous existence? You'd rather be the loser you once were?"

"Not exactly," Paul replied. "You see, I've won the most important match of my career."

"And which," the Devil sneered, "pray tell, is that?"

Paul hesitated. "Is our deal off, or not?"

The Devil briefly considered the alternatives. From what appeared to be thin air, the original document, in red and white, suddenly appeared, engulfed in flames.

"May I?" Paul inquired. Seeing the Devil nod in the affirmative, Paul added his copy to the small bonfire. Soon there was nothing left of the two bundles but a small sulphurous cloud of black smoke.



"Smells like Garcia y Vega", Paul observed.

"You're right," the Devil confirmed. "We have the same supplier. They wrap up cigars, and I wrap up souls. Except for yours, confound it. I'll have some differ-

ent lawyers in the morning."

"Don't bother," Paul advised. "They are all the same."

"Quite," the Devil agreed. "And now, before I return you to the way you were before, what, pray tell, was the most important match of your career?"

"You mean you really don't know?" Paul turned to leave. Soon he would be sitting in the Dublin Cube, downing his Harvey's, dead to the outside world. The old saying was right, he pondered, ignorance is bliss.

"It's elementary, my friend. I matched wits with you."



He strode out into the brilliant sunshine a free man.

Here's a familiar sight!

Dice roll	Replies to 31 move 8/5, 6/5
	13/9, 13/8
	8/3, 6/3
	24/22, 13/8
Dice roll	Replies to 41 move 24/23, 13/9
	8/4, 6/4
	6/2* 2/1*
	24/21(2), 13/10(2)

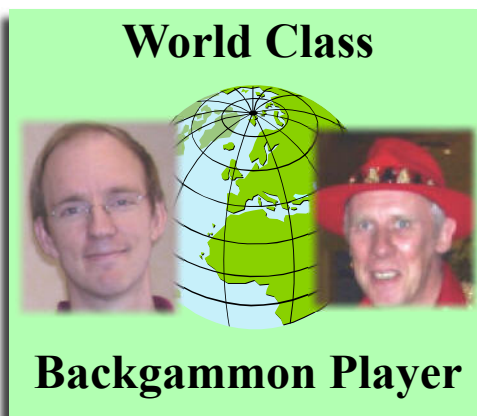
The old maxim, "If at first you don't succeed" springs to mind over this particular article from Bibafax 76.

I am indebted to Kevin Stebbing for pointing out these (few) mistakes in the Replies To Opening Roll.

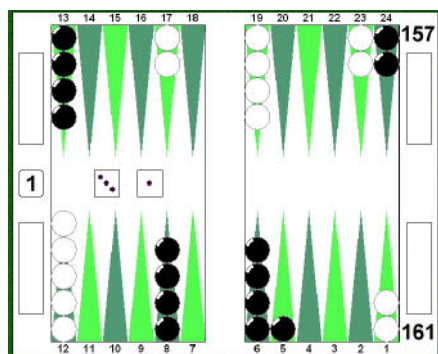
As far as I have been able to check all the replies are now correct. If any body wants one they are available via email as a PDF document or via snail mail.

Blimey, you wait for ages for a World Class player to come along and then two turn up in the same publication!

Would you have been good enough to play as good as Lawrence Powell in his match against John Slattery? Here's a few positions that Lawrence (white) got correct - see how you compare. I have given you a fifty-fifty chance to get it right. Check out your score after the positions have been shown.



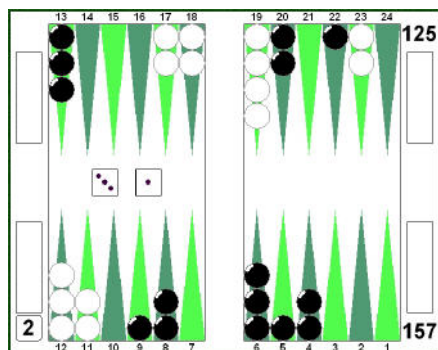
Position 01



Black 1 White 0
White to play 31

- a. 24/20*
- b. 8/5 6/5

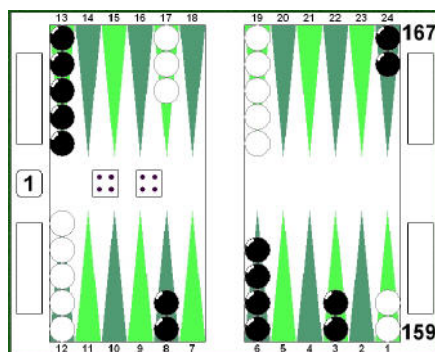
Position 02



Black 1 White 0
White to play 31

- a. 6/3* 3/2
- b. 14/11 14/13

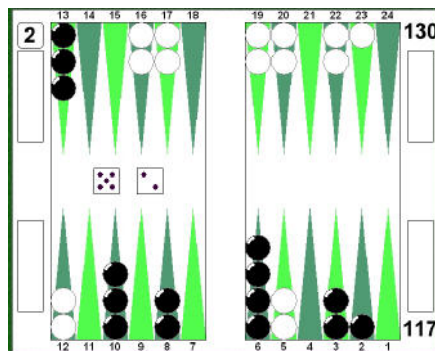
Position 03



Black 1 White 2
White to play 44

- a. 13/5(2)
- b. 24/20(2) 13/9(2)

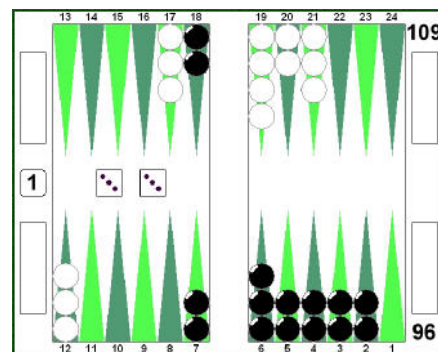
Position 04



Black 1 White 2
White to play 52

- a. 9/2
- b. 9/4 8/6

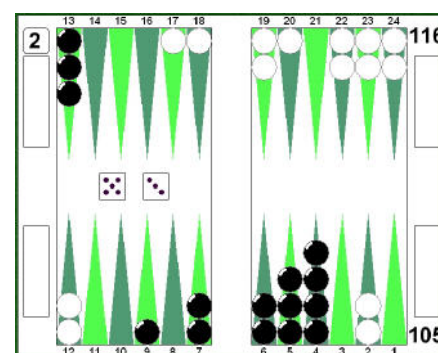
Position 05



Black 1 White 6
White to play 33

- a. 8/2 6/3(2)
- b. 13/10(3) 6/3

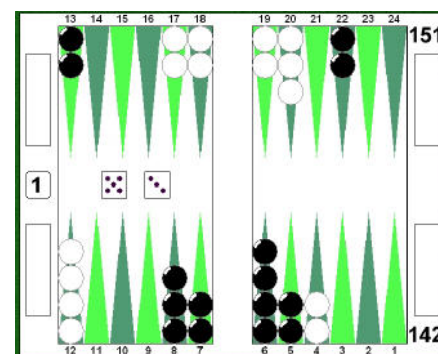
Position 06



Black 1 White 9
White to play 53

- a. 8/5 7/2
- b. 13/8 13/10

Position 07



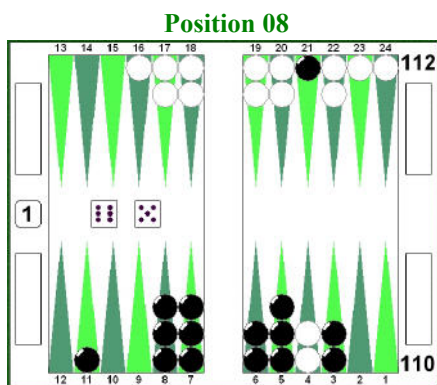
Black 3 White 9
White to play 53

- a. 23/13
- b. 13/8 13/10

Continued on the following page



This match is featured on the
CD-ROM version of Bibafax.
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Black 3 White 9
White to play 65

- a. 9/4* 8/2
b. 9/4* 7/1

01 Answer

For years now it's been drummed into backgammon players that the most important point on the board is the 5-point, the Golden Point, as Paul Magriel refers to it. So, with this roll of 31 is it correct to play 8/5 6/5?

No, is the short answer! After black's roll of 51 played 13/8 6/5 slotting his own 5-point the most important thing now for white is to stop him making it - even at the expense of making his own 5-point. The correct play here is to hit 24/20* and rob black of his 5-point and set him back in the race. Black's next roll was 21; a good roll for making the point - except he was on the bar at the time.

- a. 1
b. Zero

02 Answer

Another 31 but this time making the 5-point isn't an option. This time it's between the 'pick & pass' (or 'pack & piss' as it's sometimes called!) or the teasing play from the 14-point.

Rollouts have deemed them both the same with just 0.002 between them. The edge goes to the teasing play from the 14-point trying to entice black off his advanced anchor.

Although the game winning chances are reduced by a tad from 60.8% to 59.7% this is more than made up with the extra 2.1% in gammon chances. With the cube on two a gammon is well worth considering; and it gets top marks.

Black rolled 52, which, if he'd been hit would have placed him the white 5-point and made life that little bit better for white.

- a. Zero
b. 1

03 Answer

Black opened with 53 and made his 3-point, and now white gets a great 44 to play. Most players would immediately make their own 5-point with this play; but to do so would be wrong. The correct move for 44 after a 53 played 8/3 6/3 is to make the 20-point and then play two off the mid. White now has total control of 75% of the board and black's going to find it hard to move around safely. This move stops him slotting builders into his outer board unless he doesn't mind them being a target for white's back men.

Blacks roll was 22 which he used to make white's 5-point, 24/20(2). One might argue that had white played 13/5(2) this wouldn't have happened. It wouldn't but what would have happened is that black would have moved 6/4(2) and 13/11(2) and gained significant control. Of course, he could still move that instead of making his 20-point but with white occupying his 5-point it would have been a big blunder.

- a. Zero
b. 1

04 Answer

Hands up all those that rushed in and made the 2-point. Quite a few I see. And quite a few of you are wrong. Making the 2-point is low priority at the moment, you should be concentrating on making points in a row; not leaving a gap in the middle.

By playing 9/4 8/6 white now has excellent chances to make the next point in line, the 4-point with 5s, 4s or 2s; and perhaps even the 2-point within the same roll. The gap left by the 2-point play will be hard to make with the few builders covering it.

- a. Zero
b. 1

05 Answer

After this roll there will be just 1 pip between them so racing isn't that important. What is is the position of black's last four checkers. Very soon he's going to have to move off his 18-point, and if white moves 13/10(3) then black will be able to move a whole lot safer. Getting the mid-point clear looks OK but it fails to see black's poor timing.

It's a good idea to sometimes to see things from your opponent's perspective. Take a look from his side and I'll bet you'll be

saying to yourself, "I hope he moves off that mid-point!"

- a. 1
b. Zero

06 Answer

Black trailing 10-away, 2-away shipped over an early cube which white easily took; and now he's fighting to save the match. At the moment he is 76.4% to win this game and whites move could be crucial if black leaves a shot and gets hit.

Making the 5-point looks good but it is very inflexible; plus it takes a checker past a point that needs making. Even though the alternative is to move off the mid-point and isolate the runners it's the better move. White's runners might be his salvation and therefore the more points white has in his home board the better he'll be if he gets the hit.

Playing off the mid-point gives white lots of chances to make his 5- or 4-point and it ensures that the joker 61 doesn't leave a blot. As it turns out white doesn't get a hit (though he does get chances) and black wins a single game.

- a. 1
b. Zero

07 Answer

Running 21/13 here just gives black good chances to hit or point on the lone runner. Instead playing off the mid-point is completely safe and it's a good inhibitor for black's runners. Only a 61 would be used to escape a runner (a 63 at a pinch). The race is very close and white doesn't need to give black any hits at the moment.

- a. Zero
b. 1

08 Answer

It will be noticed that either play leaves three blots - but which three are best to leave? Well they both leave twenty shots off the bar! So, are they equal? No, they aren't. Lets look at the hitting numbers:

By moving 8/2 the number of rolls that can hit are:

Single hit	Double hit
17	3

By moving 7/1 the number of rolls that can hit are:

Single hit	Double hit
15	5

White can survive a single hit but a dou-



ble hit could lose him the game; therefore leaving fewer double hits is better. Black cubed before his next roll, at 48.8% for him it was a double and a take.

- a. 1
b. Zero

Black missed the double shot with 5s, he then danced with 63 (61 would have given him a double hit), He was then

closed out for four rolls but white's runner couldn't escape off black's 4-point and he was forced to open his 6-point with a 43. Black still danced with 52 and white opened up his 5-point with 31. Black still remained on the bar rolling 41 and white shot out with 64 leaving black 65 off the bar. Black rolled 61; white leapt over him with 62 and from thereon the match was his.

So, are you a World Class player like Lawrence Powell? Check your scores with those below and see if you're ready yet to take on the world.

8	You're a World Class player
7/6	Advanced
5/4	Intermediate
3/2	Beginner
1/0	Watch Lawrence play and learn!

Ask The Ruleinator



Dear Ruleinator

I was playing in my local club league when I mistakenly played two 4s instead of the 43 I had rolled. I had 'hit' two of my opponent's

checkers placing them on the bar and he pointed out my error - as you'd expect! In my attempt to put things right I compounded my initial mistake and replaced his two checkers on the bar with two of my own. My opponent then rolled his dice and pointed out to me my mistake! I felt badly treated by him and thought his not

mentioning my second mistake as being wrong. What do you think?

PO.

Dear PO.

It would appear that you have fallen victim to a severe case of gamesmanship - wherein playing fairly against one's opponent comes a poor second to winning at any cost. Too many players nowadays see rules in black & white when in reality they are in many shades of grey. Using black & white rules your opponent is correct but the 'correct' thing to have done in the circumstances would have pointed out your second mistake and to let you play the move legally.

Black&White-rules players are always looking to the rules to gain an advantage over their opponent. They are quick to

point out mistakes that harm them and struck dumb when they harm you. I am not saying that in all cases your opponent should point out your mistakes, but when the mistake occurs when putting right a previous one as in your case then the grey-rules user should speak up. Certainly in a club atmosphere where one is presumably playing against friends one should expect sportsmanship to prevail over gamesmanship. Gamesmanship in club fixtures can soon lead to members becoming disillusioned with the game and their enthusiasm and support for it waning. If not dealt with swiftly it can lead to members leaving the club, disillusioned with it and some its members.

TDs are there to apply the rules and to interpret them in a manner that does not prevent them from "finding the solution dictated by fairness and compatible with

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the circumstances of a particular case." In short, TDs are grey-rules users - there to protect players from opponents who seek an advantage.

Dear Ruleintator

I was playing in a competition recently when I had a complicated double to move. Admittedly I tried a few combinations of moves to try and work out the best play and in doing so I forgot exactly where my checkers began! I asked my opponent if he remembered and he replied yes, but told me to put them where I thought they should be and that he'd tell me if I was correct. Was he right to do this?

Mr Mover

Dear Mr Mover

No, he wasn't correct. If your opponent knew where they started then he should tell you - not let you place them and then decide to accept your positioning or not. Once again it's a case of gamesmanship instead of sportsmanship. Refuse to play against this person in the future unless there's a Match Monitor looking on to ensure fair play.

How Good Is Your Backgammon? Asks Michael Crane

Well, back to the battle between Neil Kazaross (white) and Michael Meyburg (black) during the 1991 Monte Carlo World Championships 1/4 Finals.

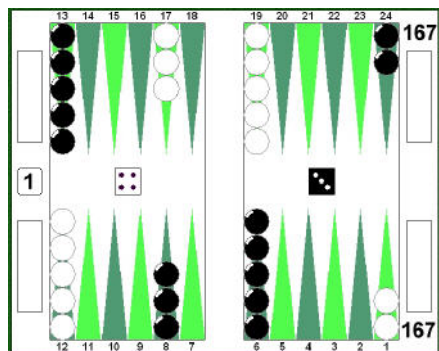
We restart the article in Game 12. When you come to ??? Cover up the text below the position and decide your move. Keep a record and at the end see how you scored. The match is to 21 points

Game 13

Kazaross : 6

Meyburg : 14

??? White to play 43



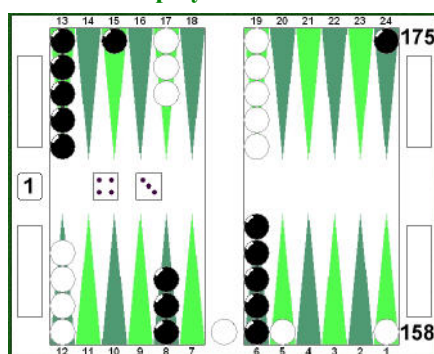
It's not very often that the first move of a game is chosen as a problem, but this time I have done so. The 'modern' move for an opening 43 is 24/21 13/9. Playing it 13/9 13/10 will give you 100% point making rolls next time but it is vulnerable to an indirect shot. The actual play of 24/20 13/10 is my favourite because it makes 54 and 63 good moves - as was the case here as you'll see with black's first roll.

24/21 13/9	5
13/9 13/10	4
24/20 13/10	3A
24/20 24/21	1

01) 43: 24/20 13/10

54: 24/15*

??? White to play 43



Another 43 for white. Almost every book or article we read tells us just how important it is to make the *Golden Point*, 20-point, so is that the correct play this time? No, it's not! The actual play of 25/21 13/10* is better by a fair margin in this particular instance.

After this play white will have plenty of rolls that'll make the Golden Point and therefore the hit is best - it robs black of half a roll and gives white a good outer-board builder at risk to just 64 and 55.

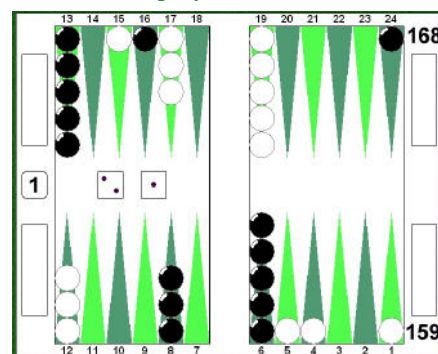
25/21 13/10*	5A
25/22 24/20	3
25/21 24/21	1

02) 43: 25/21 13/10*

63: 25/16

Black enters easily but is forced to run out with the 6 and there lies the next position . .

??? White to play 21

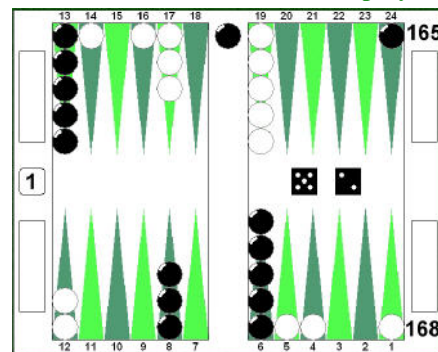


Is it time to make the 20-point now and just play past the black blot on white's 9-point? No, making the 20-point is still an inferior play. What must be done here is the hit, 10/9* making good use of the previous play. What to do with the 2 is a matter of choice: you can either move off the mid-point or move up with the runner. The better of these is the runner, 24/22. The move across from the mid-point strips it too much and places it in 2nd place.

24/22 10/9*	5
13/11 10/9*	4A
20/18 10/9*	3
21/20 10/8	2

03) 21: 13/11 10/9*

??? Black to play 52



This calls for bold play so the weak 25/18 isn't going to get you top marks. Hitting, 25/20 6/4* ruins white's chances of making a good point on his side of the board

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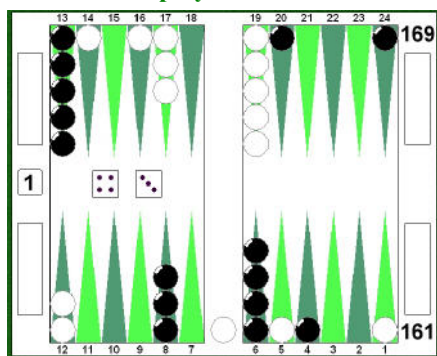
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and will do two things for black: If he's not hit on re-entry then he might be able to knock back another white checker; if he is hit he's got good chances of making an advanced anchor.

25/20 6/4* 5A
 25/18 4
 25/23 13/8 3
 25/23 6/1* 1

52: 25/20 6/4*

??? White to play 43



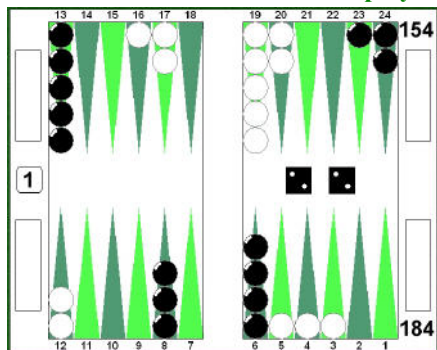
It looks as if 43s are white's rolls, doesn't it? How's best to play this one? Well this position produces only one positive scoring move, the double hit. It is vastly superior to anything else. Failing to hit on the 5-point gives black a little over 58% chance of making his Golden Point; something that white must avoid if possible.

25/21* 8/5* 5A
 Any other play 0

04) 43: 25/21* 8/5* 21: 25/23 25/24
 05) 62: 11/5 24/22

Whites double-hit has paid off and for his efforts he made the valuable 5-point.

??? Black to play 22



If anyone does not play 6/4*(2) then I suggest you put down this Bibafax and take up another hobby because backgammon isn't for you! It's what move to make with the remaining 2s that's the problem here. It's really a choice between 13/11 or 24/22.

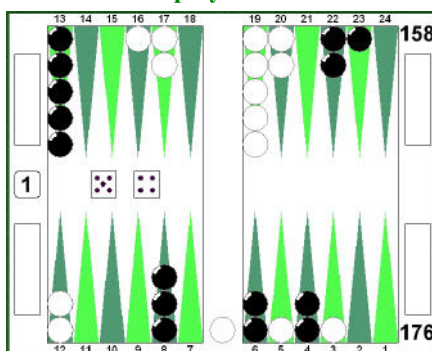
- 13/11: Clears a heavy mid-point and builds nicely for the 5-point should white fail to cover his blot there
- 24/22: Moves up two checkers... and straight away blocks them on escaping with sixes if white can cover his 9-point with a four.

The threat of knocking back another white checker (the 9-point blot) isn't as good as clearing a heavy point and threatening to make another good point.

13/11(2) 6/4*(2) 5
 24/22(2) 6/4*(2) 4A
 24/22 23/21 6/4*(2) 2
 23/21 13/11 6/4*(2) 1

22: 24/22(2) 6/4*(2)

???? White to play 54



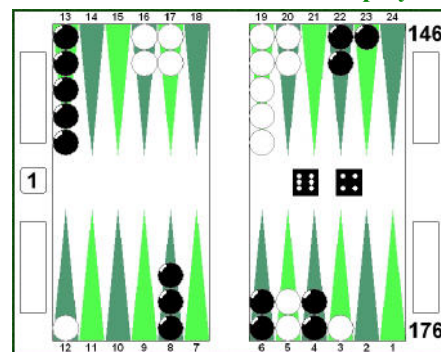
Well at least half this move is easy, but what about the 4? Playing off the mid-point to cover the blot and block 6s for black isn't the best move - but it is damn near it! It strips the mid-point completely and leaves a blot; but that's not a bad thing necessarily because white has now established an advanced anchor on the Golden Point and re-entry off the bar is relatively easy.

An alternative play (which I prefer) is moving the 9-point blot to the 5-point. Blocking 6s for black isn't going to be much of a worry to him at the moment for he has plenty he can ship off his mid-point. However it does put black's runner under some threat and also builds for another home-board point.

25/20 13/9 5A
 25/20 9/5 5
 25/20 22/18 1

06) 54: 25/20 13/9

??? Black to play 64



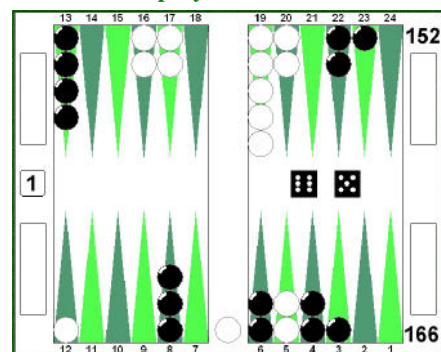
Well white's play of 13/9 might have blocked direct 6s but this 64 creeps in and hits 22/12*. This is another problem with just five points awarded. The actual play of 13/3* looked OK to me but I'm afraid Snowie placed it well behind the hit from the 22-point losing 0.203 in equity! Black's anchor is too deep to risk another checker back on a direct hit so the safer hit off the 22-point is correct.

22/12* 5
 Any other move 0A

64: 13/3*

07) 64: White dances and then black rolls a good covering number, 65.

??? White to play 65



So, is the 5 used to cover the 3-point blot? Well according to Snowie this would be a big blunder (-0.114) and he still favours hitting the 12-point blot with 23/12*. Hitting back this white blot (even at the risk of being hit back with a 3) is a strong move. White now has two men on the bar and the risk of being hit on the 3-point are just 10 in 36 rolls (27.8%).

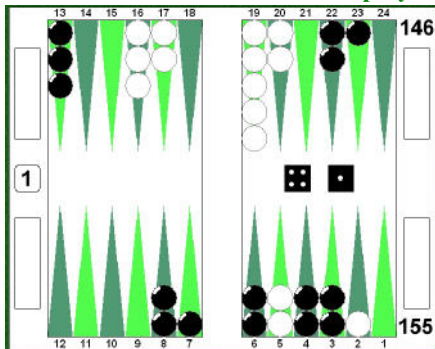
23/12* 5
 13/7 8/3 2A

Don't forget that renewal fees
 for 2006 are due in January.
 See page 5 for details

08) 42: 25/23 13/9

65: 13/7 8/3

??? Black to play 41



I must admit that before I looked at the Snowie analysis my play was the same as the actual play, 8/4 8/7; but this is rated an even bigger blunder by Snowie than the previous blunder! This safe play returns -0.146 in equity; Snowie preferring the provocative play of 23/18 which looks very dangerous to me I must admit.

White should be reluctant to vacate his Golden Point anchor with a 2; his 2-prime home board won't have much affect upon white's re-entry so the only real risk by leaving the blot on the bar-point for black is from 5s, two of which, 41, are blocked.

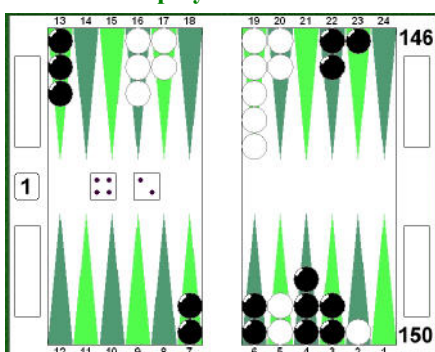
White has little control of the game at the moment. He doesn't control white's outer-board for he doesn't really have any spare checkers to harry black with; whereas black has a spare on his mid-point.

Another good reason leaving the 8-point intact is that it makes 6s very hard for white to play. By breaking it white can move his runner and keep his other 6s where they are.

23/18 5
13/9 7/6 3
7/2* 2
8/4 8/7 0A

41: 8/4 8/7

??? White to play 42



Realistically there's only two moves to choose from: Make the 4-point 8/4 6/4 or play 9/5 6/4; either way black gets a shot. It isn't possible to split these two moves on Snowie's equity, being split by 0.001; or in technical terms, a gnat's between them! However I think it important to give black as many bad rolls as possible and that means not giving him an easy 6 to move.

For this reason slotting the 4-point is the better play. If black now rolls a 6 he'll have to break off his bar-point (excepting 64 and 65) whereas with the 4-point play not only does he get good 6s but he can hit a blot on his way out!

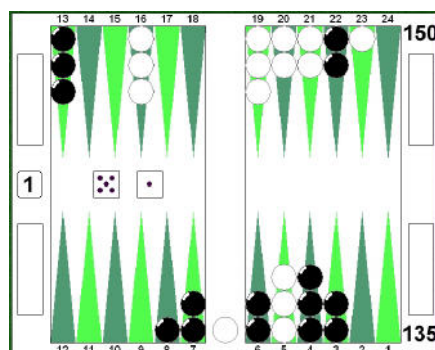
9/5 6/4 5
8/4 6/4 4A

09) 42: 8/4 6/4 51: 23/17*

This 51 roll from black has played very well after white's 4-point play; he's been able to hit without breaking off his anchor. If white had played 9/5 6/4 he'd have still been hit but the 5 would have been a 'problem' move.

10) 42: 25/23 6/2 32: 17/12
11) 63: 23/17 23/20 31: 12/8*

??? White to play 51



I have chunked this one in to see if anyone is daft enough to leave a blot playing 25/20 9/8 or actually re-enters on the 24-point.

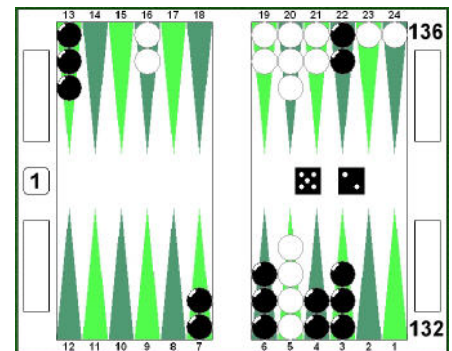
The correct play here is to enter on the 20-point, and 6/5. Playing 2/1 isn't so good; white wants to make his 2-point next, not his 1-point.

25/20 6/5 5A
25/20 2/1 4

12) 51: 25/20 6/5 21: 8/6 4/3
13) 62: 9/1

I must admit that Snowie's play in this next position didn't even enter my mind!

??? Black to play 52

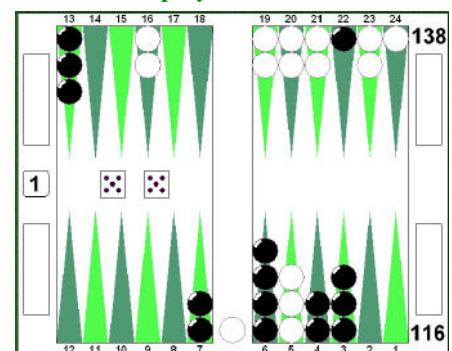


I was torn between making my 1-point or moving to my 6-point. I didn't reckon on playing 22/15! But when I looked closer at it I saw its beauty: White can hit and cover, but he can't avoid leaving a return shot with 1s or 2s! Well, OK, he could do it with 22 but who cares?

22/15 5A
6/1 3/1 3
22/17 6/4 2

52: 22/15
14) 53: 20/15 5/2 54: 15/10* 10/6

??? White to play 55



Did anyone resist the temptation to vacate the Golden Point? If you played 25/20 20/15(3) then you can expect nil points for your efforts. The best play here is straight round to the 5-point. It directly threatens black's runner and leaves white in good control of black's outer board. The equity for any play other than 25/5 is so poor that I can't even give them a single point!

25/5 5A

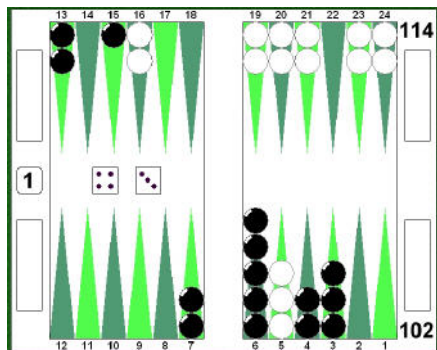
15) 55: 25/5 52: 22/15
16) 31: 5/1 43: 13/6

We are nearing the end of this article so I thought we'd have a final 43 move from white!

See if you come up with the correct play for this final 43 for white.



??? White to play 43

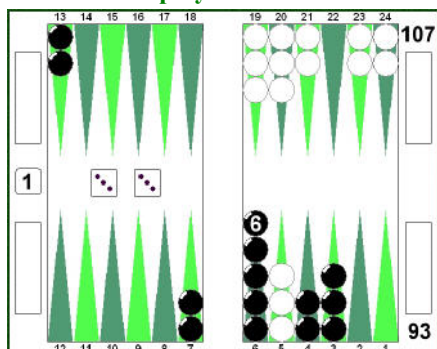


The pure play 9/5 9/6 is correct here. No need to go giving black any hitting chances with plays like 20/17 9/5; or playing a checker past the 3-point with 9/2. Keep it simple and this play might just make a full prime.

9/5 9/6 5A
20/17 9/5 3
9/2 1

17) 43: 9/5 9/6 54: 15/6

??? White to play 33



Well this is a great move to start the runners off the 20-point; the problem lies in what manner this is done. It's quite certain that unless white gets a hit he might well lose the game; but is this done by plays which invite contact such as 20/11 6/3 or by directly threatening black's mid-point?

The better of the two strategies is to move 20/17(3) and then slot 6/3. The spare

checker for white means that he's got some timing and can afford to move off his 17-point with one checker and still maintain a holding point.

The confrontational play 20/11 6/3 isn't so bad but if hit with a 'pick & pass' roll it'd have been in vain.

Leaving one checker behind on the 20-point with 20/14(2) leaves white very vulnerable to being on the bar facing four closed points should black roll one of his five pointing rolls, 44, 22, 11, 21.

20/17(3) 6/3 5A
20/11 6/3 4
20/8 3
20/14(2) 2
20/17(3) 5/2 1

18) 33: 20/17(3) 6/3 55: 7/2(2) 6/1(2)

This roll of double-five now means that black must break off his mid-point with any 6; which is precisely what white was banking on.

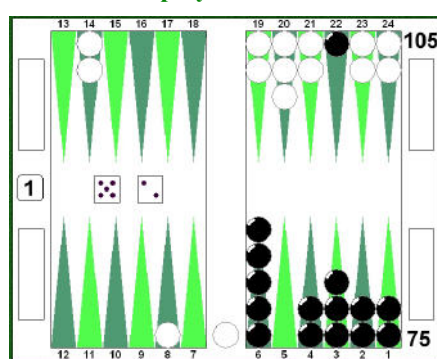
19) 42: 17/11 63: 13/7 13/10

Black correctly moves both off the mid-point and duplicates 2s.

20) 42: 17/15* 15/11 31: 25/22* 7/6

Black rolls his second joker in a row.

??? White to play 52



Hit or play to the 18-point? Our frozen friend leaves no doubt - hit! The safe play returns 0.-0.159 in equity. I favour the safe play and let black come around to me. He only has 66 55 that'll avoid me whereas if I hit he's got 11 direct shots right away and I'm left with 8s (six rolls).

25/20 5/3* 5
25/18 2A

21) 52: 25/18 52: 22/15
22) 63: 17/8 Doubles to 2
23) Takes 32: 15/10
24) 51: 18/12 52: 10/5 2/0

From hereon there's no further contact and black wins the race and two points.

25) 62: 11/5 8/6 21: 2/0 1/0
26) 11: 12/9 11/10 63: 6/0 3/0
27) 61: 10/4 9/8 55: 6/1(3) 5/0
28) 62: 8/0 65: 6/0 4/0
29) 33: 6/0(2) 53: 4/0 3/0
30) 21: 2/0 1/0 62: 3/0 1/0

Wins 2 points

Kazaross : 6

Meyburg : 16

So, how good was your backgammon? Take a look at this table and see where you came:

85	Top of the class!
70-84	Didn't you do well?
55-69	Could do better.
40-54	Must try harder.
25-39	Pay more attention in future!
25-0	Bottom of the class!

This match and article will continue in future issues.

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Archive - Winning Strategies (Robin Clay)

By Michael Crane & Snowie Pro 4

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.

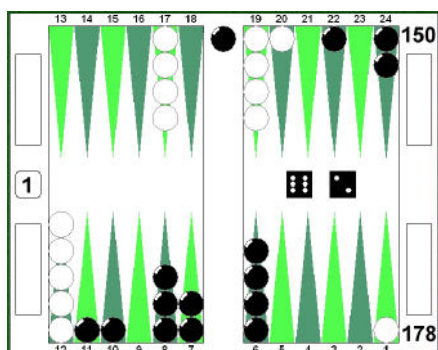
The positions are all money games, not tournament play, and without the Jacoby Rule (*No gammon or backgammon can be won unless the cube has been turned*). Robin's moves have been rolled out by Snowie (in the book he used JellyFish 2.1, all that was available to him at the time) and have been updated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

Tick your play for each position and then check your scores on the following page, along with the analysis. More positions will appear at a later date. This issue we deal with positions 71 to 80.

Sadly, Robin Clay died in November 2000. This article is reproduced with the kind permission of Sally Clay, Robin's widow.

No doubt he's looking down on us as we continue to play the game he loved so much.

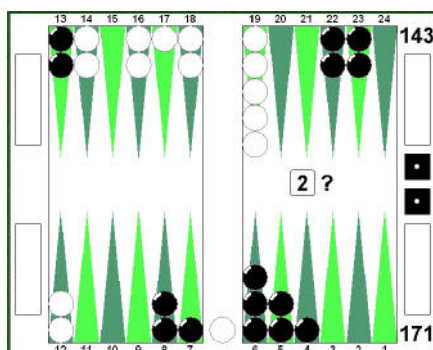
Problem 71



Black to play 62

- a) 25/23 22/16
- b) 25/23 24/18
- c) 25/23 11/5
- d) 25/23 10/4

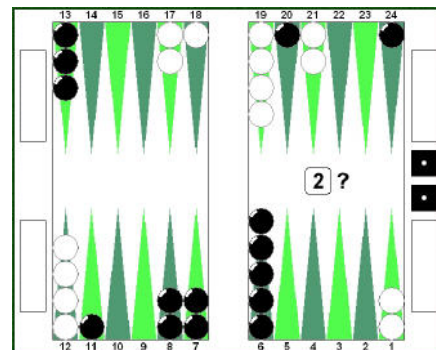
Problem 73



Should black Double?
Should White take?

- a) Yes
 - b) No
- Should white take?
- c) Yes
 - d) No

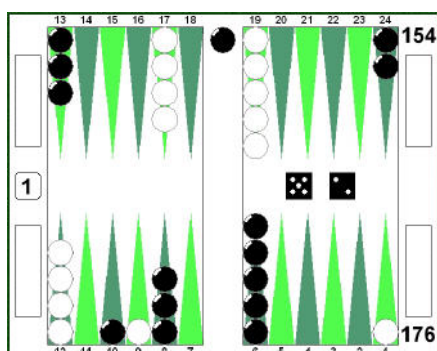
Problem 75



Should black Double?
Should White take?

- a) Yes
 - b) No
- Should white take?
- c) Yes
 - d) No

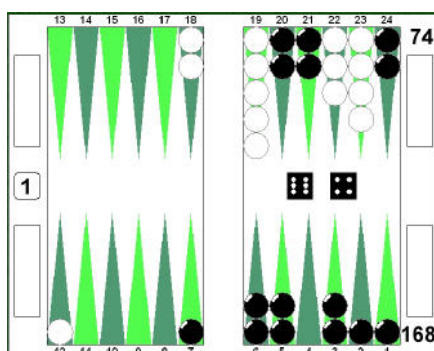
Problem 72



Black to play 52

- a) 25/20 10/8
- b) 25/18
- c) 25/20 24/22
- d) 25/23 10/5
- e) 25/23 13/8
- f) 25/23 6/1 *

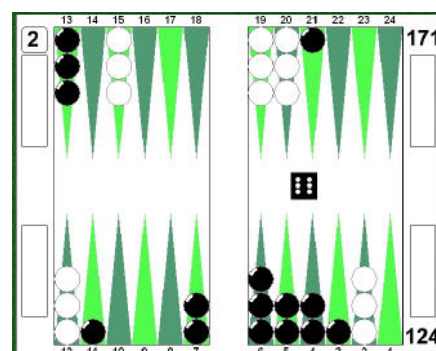
Problem 74



Black to play 64

- a) 24/14
- b) 24/20 7/1
- c) 21/11
- d) 20/10
- e) 21/17 7/1
- f) 20/16 7/1

Problem 76

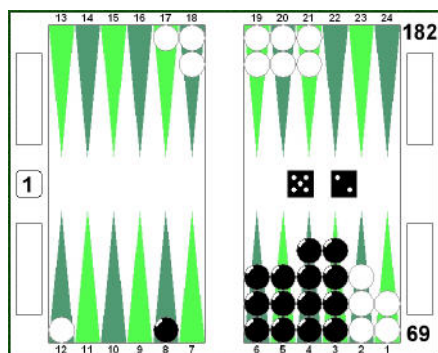


Black to play a 6

- a) 13/7
- b) 11/5



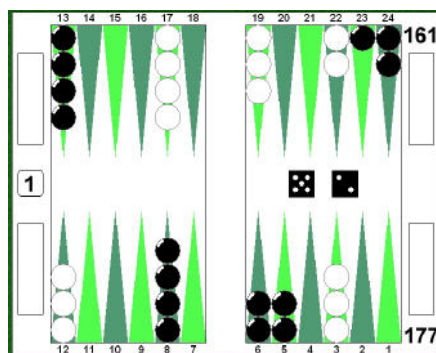
Problem 77



Black to play 52

- a) 8/6 5/off
- b) 8/3 5/3
- c) 8/3 6/4

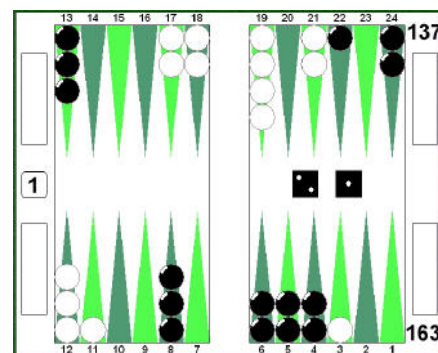
Problem 78



Black to play 52

- a) 13/6
- b) 23/18 13/11
- c) 23/18 8/6
- d) 13/8 13/11
- e) 23/16

Problem 79



Black to play 21

- a) 24/22 24/23
- b) 22/20 24/23
- c) 13/11* 24/23
- d) 13/11* 8/7
- e) 13/11* 11/10

Archive - Winning Strategies (Robin Clay)

Solutions By Michael Crane & Snowie

Problem 71: A simple test on 'hit and cover'. Black wants to reduce to the minimum the number of dice that enable white to hit a blot and cover on his 5-point.

- a) **+2** After this move white can hit and cover on the 5-point with 44, 43, and 41. A total of five dice permutations.
- b) **-1** Now white can hit and cover with 63, 62, 61, 33, 31, 22, 21 and 11. A total of thirteen dice permutations.
- c) **+0** White can hit and cover with 44, 43, 41 and 33. A total of six permutations.
- d) **+1** White can hit and cover with 44, 33, 31 and 11. A total of five permutations.

Problem 72: White is about to escape one runner and black finds himself behind in the race with three checkers in the white home board. How should he play this move to achieve the maximum benefit?

- a) **+2** The second best move. It is vital to split the runners in the hope of hitting a white checker to re-capture the escaped runner.
- b) **+3** The best move. Black should wait on the 18-point hoping for the hit.
- c) **+0** This move leaves far too many blots. Now double three would be a disaster!
- d) **+1** The third best move, trying to make the 5-point and splitting the rear checkers.
- e) **-1** Black should be splitting to the 18-

or 20-point. The extra checker on the 8-point is not as beneficial as the wider split.

- f) **-1** It is far better to split to the 18-point than to hit on the 1-point. Hitting on the 1-point should be used to stop white making a significant improvement to his board, but here, where white is not threatening anything, it is wrong.

MC: For whatever reasons, Robin didn't include the very best move, 25/20 6/4. According to Snowie this was better than its nearest rival by 0.024 equity. Its beauty lies in the duplication of 3s and 1s; a roll of which is best used making the 5-point, leaving the two blots alone.

Problem 73: Black can cover his blot on the 4-point with all the small numbers and fives and sixes can hit on the 1-point. Cover on the 4-point and hit a second blot with a five or six looks most attractive!

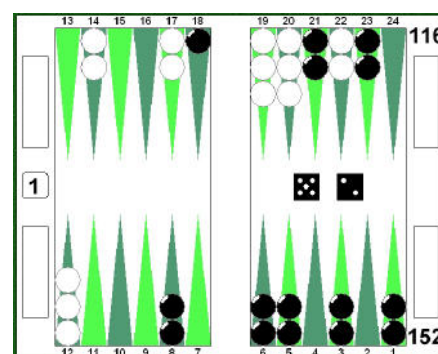
Race: Black 171. White 142.

Threat: To hit a second blot and cover on the 4-point to place two white checkers on the bar against a three-point board so that white has only a 25% chance of re-entering both blots.

Position: Black has a superior home board but once he re-enters white is well positioned to make his own board.

The threat of two checkers on the bar against a three-point board and with

Problem 80



Black to play 52

- a) 18/11
- b) 23/18 23/21
- c) 23/18 8/6
- d) 21/16 18/16
- e) 8/3 8/6

builders available to continue the attack may look like a double. However, black should not double unless he has an opponent who is easily frightened out of the game. He actually wins 58.9% of all games. Should white take? Anything could happen here. It seems unlikely that white will be closed out. Black still has checkers deep in the white home board that may be successfully trapped and the race is in white's favour, provided he can enter quickly. White should take the cube.

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

Continued on the following page



Problem 74: Black is now forced to break one of his back-game anchors. Which anchor should he break?

- a) **-1** Breaking from the 24-point is a major mistake. With white piling checkers on the 2- and 3-points the 24-point becomes the most important anchor.
- b) **-1** Again black is breaking the wrong point.
- c) **+0** A back-game based on the 21- and 20-points is strong against an outside prime but weak when the opponent has virtually cleared the outfield. Breaking from the 21-point is wrong. Once the 21-point goes black will be left with a 1- and 5-point back game which is one of the weakest back game positions. Far better to play a 4- and 1-point back game.
- d) **+3** This is the best move, breaking from the forward anchor and covering the blots in his own board.
- e) **+0** Breaking from the 21-point is wrong.
- f) **+2** Almost as good as D but fails to cover the blots in the home board.

MC: The 2nd best move according to Snowie is one that Robin didn't include in his choices. 20/14, 20/16 brings out two checkers into white's outer board and if hit will just add to black's timing. Black is wanting to hit during the bear-off and hopefully after he's made his 2- or 1-points at least. However, the 4-point is the one he really wants.

Problem 75: With two direct shots at the blot on the 18-point black sees an advantage despite his lack of points in his own home board. Is this a double?

Race: Black 154 pips. White 155.

Threat: To hit the blot on the 18-point.

Position: Black will probably escape one runner whilst white will probably have three checkers back in the black home board.

Is this good enough to double? Black does not really have any significant advantage in this position. This double is too early and it would be an easy take for white.

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

Problem 76: A simple choice between just two moves - but only one is correct.

- a) **+3** This is the correct move. By leaving the checker on the 11-point black increases the chances of making the 8-point on a subsequent turn with a view to creating a prime.
- b) **+0** Both moves give almost the same probability of covering on the 3-point but with this move black has reduced his probability of making the 8-point on a later turn.

In this position black should have doubled before rolling his dice. He wins almost 65% of all games

Problem 77: A well-timed back game by white.

- a) **+2** When playing against a one-point anchor a stripped interior point often results in an interior blot that is difficult to cover and also can result in more blots being exposed on subsequent turns. When playing against a double anchor do not worry too much about internal blots. With this move a blot will be exposed with 65, 54 or 53, a total of six adverse dice. Black wins 51.8% of all games with 31.3 % gammons.
- b) **-2** After this move a blot will be exposed with 66, 65, 62, 54, 53 or 22, a total of ten adverse numbers. Black wins 47.8% of all games and 29% gammons.
- c) **+1** This move prepares to clear the 6-point. Blots will be exposed with 66, 65, 64, 52, 44 or 22, a total of nine adverse dice. Black will win 49.5% of all games and 30.7% will be gammons.

Problem 78: This problem deals with the conflict between offence and defence.

- a) **+1** Many players will select this natural looking move which is aimed at making the 4-point as soon as possible. It does not, however, deal with the need for black to try to establish a forward anchor and comes in at Snowie 3rd.
- b) **+3** This move slots a forward anchor before white makes another blocking point. Black moves to the 18-point whilst the white board is weak. If white hits he cannot make a point in his board and may well leave return shots.
- c) **+2** Very similar to move B but this time does not leave any other blots but does lose 0.032 equity hence its second place.

- d) **-1** A bad move, stripping the mid-point and adding to the pile of surplus checkers on the 8-point. It does nothing about the forward anchor.
- e) **+0** The fourth best move, losing black 0.041 equity.

Problem 79: This rather innocent looking position appears easy to play at first glance. How should it be played?

- a) **+0** Any move that does not hit the white blot is wrong. Black cannot let one white runner escape.
- b) **-1** The weakest move leaving black without an anchor and failing to hit.
- c) **+3** Attacking the white blot is vital and the split gives good prospects of making the forward anchor whilst white wastes part of his move re-entering.
- d) **+1** This may look the ideal 'action' move, slotting the 7-point whilst white is on the bar with the reasonable hope of making it next turn to establish a dominating five-point prime. In actual play this proved to be inferior to move C because when white re-enters quickly he often traps the black runners.
- e) **+2** Like move D black experiences difficulty in escaping his rear checkers. JellyFish and Snowie both found this to be the second best move but even then it loses 0.083 equity.

Problem 80: An inadequately timed back game. The most urgent need in this position is to make a move that starts to release the back checkers.

- a) **+0** The wrong move that does little to solve the timing problem.
- b) **+3** This is the right move. Black moves his second anchor forward where it is more likely to generate a hit earlier in the game and at the same time creates a spare on the 21-point.
- c) **+2** Again establishing a forward anchor on the 18-point but failing to create a spare checker in a position where it can escape. This move makes it probable that black will have to break one of his anchor points too early so this is only the second best move.
- d) **-1** black again establishes a forward anchor on the 16-point. This leaves the two anchors more than six points apart and so no longer in communication.
- e) **-1** This fails to rectify the real problem of inadequate timing during a back game.



◀ Rating your standard of play

Maximum score: 24

Minimum score: -9

Advanced	20 to 24
Higher Intermediate	14 to 19
Lower Intermediate	9 to 13
Beginner	4 to 8
Weak Beginner	1 to 3
Even Weaker Beginner	0 to -9

Well, how did you do? Check your score above to see how you fared.

This series will continue in future issues.



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Sandy Osborne Trophy, 8 & 9 October

Brummies Take Home Top Two!

Report by Michael Crane

Only two 'local' players from Birmingham turned out this weekend, but they each went home with winner's trophies.

Main (30)

David Startin made a spectacular comeback, playing in his first tournament this year. He swept through the field to take the winner's trophy after beating David Nathan in the final. It was a close thing at the end and the full match can be seen on GammonVillage.

This was David Nathan's fourth, Runner-up placing this year! This remarkable achievement has placed him at the top of the Ranking Championship and 2nd in the Grand Prix Championship (see report be-low). Word is, John Slattery is worried!

Consolation (28)

Dave Motley made it a second 1st for

Brummies when he beat Lincoln player, Jeff Ellis in the final. However, because Jeff was an original entry and Dave came in from the Main Progressive, Jeff got a load of GP Points for his wins – five in a row.

Last Chance (32)

Tony Walters had a good result in this 5-pointer. On just one entry he made it into the final against Uldis Lapikens. Uldis had taken advantage of the buy-backs and made it on his 3rd attempt! Determined not to lose out on paying three times to enter the pool, Uldis came out on top leaving Tony the Runner-up trophy; which makes a matching pair with his Runner-up in the British Open Consolation of this year.

Kamikaze (24)

Being knocked out in the semi-finals of the Main by the eventual winner is some-



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**Clockwise from top left:
Main, Consolation, Last Chance, Kamikaze**

thing many players boast about, "At least I was beaten by the winner" they normally spout; but not Myke Wignall. He can boast about coming 2nd in the Kamikaze; being beaten by Nicky Check!

Mind you it did take Myke two attempts. On his 1st he got beat by John Gilbertson in the 2nd Round. Myke, however had the last laugh, not because he won a trophy and John didn't, but because in the semi-final he got his revenge on John when they faced each other for a second time!

Poker (7)

Keeping the Gilbertson name alive in the poker is fast become a tradition. Tony Walters might have won it, but Rosey Bensley (nee Gilbertson) came 2nd and John Gilbertson (nee Gilbertson!) came 3rd!

Thanks once again to Martin Hemming for running the poker; and everyone is looking forward to 2006 and the new, Poker Grand Prix - details on page 22.

Friday Warm-up (8)

Usually I don't enter this event, unless an

odd number have entered and then I do so to make up the numbers. This time we had 7 so I made it 8 . . . and I also made it into the final wherein I beat John Gilbertson. Not only did I beat John, but I beat Rosey, his sister, and John Slattery, Rosey's part-ner. I'm certain that if Paul Gilbertson had been present I'd have beaten him also!

Doubles (4)

OK, so only four teams, but at least we had a Doubles KO. Kate Moss's Supplier snuffed it in the 1st Round, as did the inap-propriately named, I Am Winning".

The final between Prime Suspects (Top Name) and new-members, The Unlikely Lads went the Suspects way when their opponents looked unlikely to win!

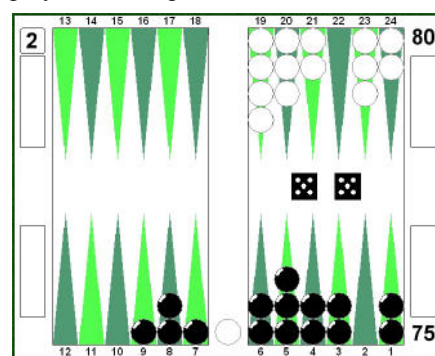
£50 Jackpot (4)

As usual the dosh was divided between the finalists. This time it was John Slattery and Chris Ternel.

Finally . . .

Only one incident the entire week-end – and I was the cause of it!

During his Consolation match with Martin Hemming, Stephen Cole had to play 55 in this position:



**7 Point Match
Black (Stephen) to play 55**

Stephen was trailing 4-6 in a 7-point match and Martin was holding onto a 2-cube. Stephen rolled his dice, 55. He picked up two checkers off his 8-point and played to his 3-point. I then said, "That's two of them" meaning he's got two more to play.

"Ah, but what about the other two?" he



asked. "Well, they're easy enough to work out," I replied. At this Martin got very annoyed castigating me harshly for commenting on a player's moves! He was quite correct if one looks at the Rules:

1.7 Spectators: Spectators should remain silent while observing a match. They have no right to draw attention to any misplays or comment on plays . . .

He was very adamant about it and said I was committing 'professional suicide' by making such a remark! I took exception to this outburst and in my defence cited that all I'd done was say the obvious, "That's two of them" which it clearly was; and then, "Well, they're easy enough to work out," in answer to Stephen's question. Nothing in what I said gave Stephen any clue whatsoever to the correct play – my remarks were totally neutral and of no help at all. This argument didn't assuage Martin in the least and he went on and on commenting on my 'appalling behaviour'.

I apologised some time later but if I were to strictly apply the rules to any comment made during a match that relates to a dice roll then I am afraid almost every player (perhaps even Martin himself) will be at fault. I have lost count of the number of

times I have heard, "Well, I can see the six!" when referring to a forced play for a six; or "Well, that's two of the them, but what about the others?" when half a double is moved. These comments are banter. They do not aid a player or give clues to the move they should be making. They are made light-heartedly and are not of any use to the player concerned except as a friendly aside to watching the game.

Martin is quite in correct in his literal translation of the rules but each rule and 'infringement' must be taken in context – and in this particular instance the 'infringement' did not warrant the response that ensued.

Stephen moved 8/3(2), the move that I commented upon, and then 9/4, 7/2. I later told him that he'd made a poor move leaving eleven direct shots and that my preference was for 8/3(2) 6/1(2) which left only six, all indirects. However,

Snowie topped my move with 9/4, 8/3, 6/1(2); better by 0.035. For the record, Stephen had fought back from 6-0 down to this position; and from hereon he rolled a double in the bearoff to get the gammon and the match!

Match Detailed Statistics. Sandy Osborne 2005		
Player	David Startin	David Nathan
Rating	world class	advanced
Overall	4.192/11.922	6.459/16.776
Errors(blunders)	13(2)	23(3)
Checker play errors		
Checker play	4.122/11.700	5.011/14.104
Errors(blunders)	13(2)	17(3)
Double errors		
Overall	0.070/0.222	1.449/2.673
Missed double	0.000/0.000	0.711/1.362
Wrong double	0.070/0.222	0.738/1.310
Errors(blunders)	0(0)	6(0)
Take errors		
Overall	0.000/0.000	0.000/0.000
Wrong take	0.000/0.000	0.000/0.000
Wrong pass	0.000/0.000	0.000/0.000
Errors(blunders)	0(0)	0(0)
David Startin was 54.85% - 45.15% favorite.		



Poker Grand Prix 2006 - By Martin Hemming

Starting at the Bright an' Breezy Tournament in January 2006 BIBA's Saturday night Texas Holdem tournaments will adopt a standard format and players' performances will qualify them for points in a *Grand Prix* similar to that already in place for the backgammon.

All tournaments will be £20 no limit contests with 1000 starting chips, unlimited £20 rebuys in the first 90 minutes and one optional add-on at the end of 90 minutes. The first £20 entry will be payable to Michael when registering for the backgammon and will be increased by a £2 registration fee to cover the cost of cards, chips and Grand Prix trophies. All the entry, rebuy and add-ons will be returned in prizes.

The blinds will start at 25/50 and rise to 50/100 after 45 minutes and 100/200 after the freeze-out. Thereafter the blinds will increase every 20 minutes according to the following schedule:

150/300	200/400	300/600	500/1000	700/1400	1000/2000
1500/3000	2000/4000	3000/6000	5000/10000	7000/14000	10000/20000
15000/30000	20000/40000	30000/60000	50000/100000	70000/140000	100000/200000

and onward in proportion if required.

10% of the prize fund at each tournament will be held back to fund cash prizes for the top three Grand Prix performers at the end of the year. The remainder will be divided as follows (if there are fewer than 30 players):

1st	50%
2nd	30%
3rd	20%

If there are 30 players or more the split will be

1st	40%
2nd	25%
3rd	20%
4th	10%
5th	5%

Grand Prix points will be awarded to the highest finishers at each monthly tournament. The number awarded will depend on the number of players starting the tournament and are listed in the table below.

Place	1 table starts (8 players or less)	2 tables start (up to 16)	3 tables start (up to 24)	4 tables start (up to 32)	5 tables start (up to 40)
1st	8	10	12	14	16
2nd	6	9	11	13	15
3rd	4	8	10	12	14
4th	2	7	9	11	13
5th	1	6	8	10	12
6th		5	7	9	11
7th		4	6	8	10
8th		3	5	7	9
9th		2	4	6	8
10th		1	3	5	7

Only a player's best 7 performances will count for the final *Grand Prix* total and any scores from other performances will be discarded. This will limit the advantage of attending every tournament, but obviously the more tourneys you can make the better your chances of picking up enough points to make the placings.

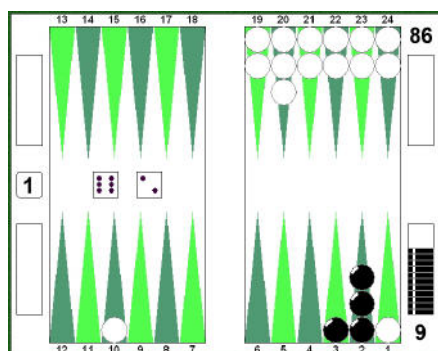
I hope to make every Biba weekend (with the possible exception of September's when Mike Main runs the poker anyway). If I can't attend any of the others I will make provision to try to ensure there is a poker event every month. Any volunteers to act as back-up would be welcomed; please contact me or Michael.

I very much look forward to running this event next year and hope it will add spice to the poker.

Sunny Slovenia! This is one of my favourite tournaments, it is well run by Marco Fornasir and his team and there is usually a good British contingent.

This year there was eight Brits and one Irish player flying from Stansted to Trieste – John Broomfield, Martin Barkwill, John Slattery (Slats), Roland Herrera and Simonetta Barone (the newly married couple), John Gilbertson, Ernie Pick me and Brendan Burgess (flying the flag for Ireland). Nigel Merrigan and his wife were already at the hotel when we arrived having travelled across Europe by train. Malcolm Winson and his partner had been staying in Menton, South of France for 6 weeks and had travelled 8 hours by train for Malcolm to play in his first International Tournament.

Slats and I decided to play in the quarter entries. My first match had some controversy when at 5-3 up I was going for a gammon for match. Playing as black I had 11 checkers off when I had to leave a slot (what a surprise!!) This left this position:



7 point match
Black 5 White 3
White to play 62

My opponent rolled 62, meant to hit, but didn't put me on the bar! He rolled again straight away and I had to stop him and point out that it was my turn. In all honesty I felt bad as I don't like winning from someone else's blunder but I've learnt the hard way that being nice all the time and letting your opponent's off doesn't win me matches! To add insult to injury my opponent managed to get his pieces in his homeboard with a 64 and was going to resign when I said "No, wait, I might roll a one" I rolled a one, came out, but unluckily for him, it was followed by a second one and I got the gammon for the match.

The Italian was devastated and upset and

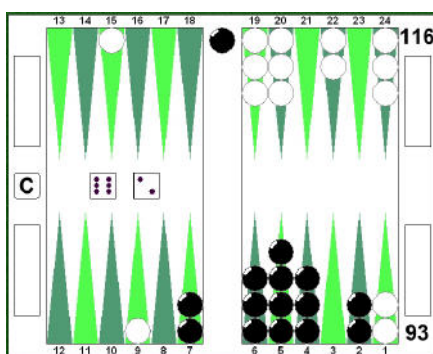
Rosey - The Roving Reporter

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



said to Simonetta he was going home and not going to play anymore. However he saw me later and gave me a hug and a kiss and said it was a good lesson for him to learn (this was his first International!) We are now the best of friends!!

62 featured in my next quarter-entry round when my next Italian opponent, Georgio (white) rolled it in this position with the score 6-4 Crawford to me.



7 point match
Black 6 White 4
White to play 62

He played the correct Snowie play 24/16, but I followed it up with a 64 joker from the bar! So at 3am (half dead) I was able to whoop with joy at having won my quarter-entry!

Meanwhile, how was Slats doing in this? I saw the scoreboard when he was 2-8 down against Arnaud Matten (France). I was still playing at that time so went away and left him to it! He worked his normal magic and won 9-8! His next opponent was Ricardo from Tenerife and Slats had an easy match winning 3-0. Having had a 200 Euro side bet in his 5 point warm up match and won, this meant that both of us got into the tournament at no cost!

Thursday night in Slovenia has two, 5 point tournaments: the Warm up and the Sperti Trophy. I was very excited when I looked at the chart and saw that "Simonetta" was in the final of the warm up. Disappointment came when I found out that this was a surname of another player!

Before play started on Friday a group of

Brits were chatting over a cup of coffee and reminiscing over the 2003 European Championship, which Slats had won. Slats had dressed in a purple outfit, which is considered unlucky by Italians. Slats was wearing, coincidentally, a pale purple and black outfit and Simonetta said this was considered unlucky as these are the colours associated with undertakers! Slats came back straight away and said "That's right I always like to bury my opponents!"

So on to the Main event!

Slats, John Broomfield, Barkers and Brendan all played in the Masters. Brendan and JB fell foul of Francois Tardieu and Barkers lost his second round match. Slats was playing one of the many Italians and was 4-9 down to 13 when he decided to take a break. Whatever it was he did in that break it did the trick! He went on to win that match 13-9 and the poor guy who played him next didn't know what hit him! Slats won 15-0, a win of 24 points in a row.

Nigel played in the Intermediates and won his two matches to go through to the 2nd day.

The rest of the Brits played in the Championship division and we were lucky enough not to have to play each other. Roland, Malcolm and I all qualified for Day Two, the rest qualified for the Consolation!

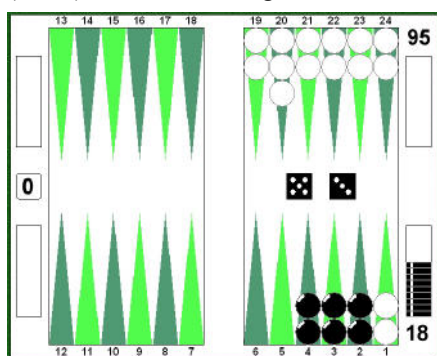
Simonetta was having great success in the Jackpots winning three in quick succession. Ernie also got to a final and shared the money.

On Saturday, there was a lot of games to get through. The Brits fell one by one with Slats going out to Serrero (France) in the Quarter-Finals of the Main and then losing in the Quarters of the Consolation. Roland and Malcolm had close matches but both ended up qualifying for the Last Chance!

I fared a little better winning two very hard matches. In the first one I was winning 10-2 to 13 and then it all started

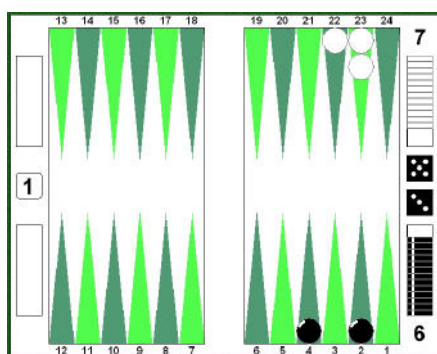


to go wrong. I went down 11-12, I managed to win the Crawford game and went massive favourite in the final frame with 9 men off in this position against Alain (white). I roll 53 leaving a double shot.



13 point match
DMP
Black rolls 53

Of course I got hit with a 62 and then he picks up the second man. My heart sinks – 11 men off and I'm going to lose! However, one lesson I've learnt from Slat's is "never give up!" So I didn't! Somehow, I managed to get round and off before he did! The next match was equally stressful. Again I went ahead 10-6 to 15 playing as Black. He pulled back and at 13-12 I had this position and was on roll.



15 point match
Black 13 White 12
Black cube action?

Afterwards I was told this was a mega double/drop. I am too nervous at 2-away to give the cube! Fortunately, I won the point and went on to win the match giving me a place in the semi finals. Unfortunately my luck didn't hold out and I lost 8-15. I did wind a trophy and 900 Euros though so I am not complaining!

Nigel had a good run in the Intermediates and qualified for the final on Sunday.

Barkers reached the final of the Simonetta and Roland *Wedding Challenge* and I was waiting for an opponent in the semi final. Eric Guedge (France) and Harold Johanni (Germany) had to play.

The winner of that match had to play Slat's. I am not biased of course but I was hoping that Slat's would win so that one of us could win one of the lovely trophies! Simonetta said she was going to disqualify Barkers from winning the trophy (featuring a bride and groom) as he was already won one at the *Bristol Wide Open Wedding Tournament* when he was runner up to Mochy. She didn't mean it of course!

Sunday arrives far too soon and the Last Chance begins. The guys in the Masters soon fall by the wayside. In the Championship Simonetta takes centre stage and plays brilliantly to get to the Final. She faces another lady player and triumphs to win the trophy and lots of euros!

Roland got to the final of the *Sperti Trophy* but was unlucky to miss out on winning the board. He should have won though because it was his birthday! He still took home a nice trophy.

Harold Johanni marched his way to the final of the *Wedding Challenge*, taking out Slat's then me and then Barkers in the final!

Nigel triumphed in the Intermediate Main final and was pleased to win enough to over the cost of his holiday. I am sure there was some left over to give their children a treat when they get home. Early congrats to Nigel and Katrina who are expecting their 4th child in the Spring.

Having missed the Final being played and the presentations, I was delighted to see Michael Serrero had won the Master's final. He is the nicest Frenchman I know and his delightful daughter Scarlett is a future backgammon star in the making. Slat's was also pleased for Serrero even though he had beaten him in the Quarters! Serrero got revenge for Slat's beating him in Cannes! Marco will be publishing the full results on the web very soon.

Yet again, this proved to be a great tournament – can't wait for next year! The only bad thing to happen was that I lost my camera whilst playing Poker so, sorry, no pictures from me this trip.

13th Irish Open

Report by Michael Crane

Historically the Irish Open has suffered from timing disputes many times - and this one was no exception. Over the years one player has been the 'victim' of the timings and clock usage; Stuart Mann. This year he decided to play all his 7 point matches on the Saturday with a clock and thus (in his mind) he would not fall behind on time. Despite not once taking a minute more than his allotted 84 minutes per match he did fall behind; and by quite a margin. The problem was the round starting times and the clock times were not equal - and Stuart fell further behind each round. His last match on the Saturday was truncated to 3 points and twenty minutes on the clock - a decision he railed against and one I was also against, but I was over-ruled two-to-one during appeal. The pill was sweetened for him when he prevailed and made it into the last sixteen. Now here's the silly bit: Stuart was awarded a bottle of whiskey for Fast Play . . . on the Sunday! What-ever next?



Well I got a bottle too - for my support of the Irish Open; and yet I am its biggest critic! I have compiled a few suggestions based upon entrant feedback that the Dublin club might want to consider (see below). I was very flattered to receive it and I thank them all for thinking of me. I'd also like to thank Brendan for a wonderful Thai banquet on Saturday night - I was stuffed!

13th Irish Open

The full sixteen qualifiers were: Paul Christmas (who won 6-6 on the Saturday), John Slattery, Gary Sweeney, Sean Casey, Stuart Mann, Eamon Keogh, Frank Conway, David 'Cracker' McNamara, Michael Crane, John Gilbertson, Adrian Jones, Brendan Burgess, Rachel Rhodes, John Wright, Richard Grundell. Of these sixteen players, two of them were vying for Grand Prix points - John Slattery and Adrian Jones. It was these two that met in the Final; and Slat's had to win it to stop Adrian passing him in the Championship. As it turned out Adrian won at DMP and has now gone 5.16 points ahead of Slat's. More on this later.



In the Consolation (32 open draw) Peter Bennet triumphed over Uldis Lapikens; however, Uldis's GP score was enhanced thanks to his runner-up position.

This year there wasn't any interest in the Team event so a Last Chance (8) was played. Peter Chan (from whom all the pictures come) took second place to Tim Brown.

There was one innovative element this year - a bounty hunt! Three players, Slats, Rachel Rhodes and Sean Casey had a 100 euro bounty on their heads payable to the first player to beat them over the weekend. All three were shot down on the Saturday - making three entrants (Gary Sweeney - Slats, Shay Mullhall - Rachel, and Paul Christmas - Sean) very happy with their reward.

Further comments:

- No matches decided on the clock this year (but timing was an issue - see above)
- Overall speed of play and schedule was very good (Prize giving for all events was at 5:30pm)
- All finals (Main, Consolation, Last Chance) took place at the same time
- One finalist (Gary Sweeney) did not turn up on Sunday and had to be forfeited
- Two minor incidents requiring TDs attendance

One 'incident' was over what board to play upon. One player had a very big board, almost 50% bigger than the 21" tournament size mentioned in the Biba Rules of Play. The player whose board it wasn't claimed it was just too large for him to keep having to stretch over each time he wanted to move a checker or retrieve his dice. The board owner offered to roll dice to decide choice of board. I wasn't present at this incident but was later asked my opinion.

I said that making a player roll to play on a board he deemed uncomfortable was unfair and gave the board owner a chance to use his own equipment. My judgment would have been to offer the players the choice of another board; or failing that, to impose a 21" tournament sized board as mentioned in Biba Rules of Play: [3.1 Equipment - Either player may demand that both use when available ... 21" tournament sized boards.](#)

The dissenting player refused to roll for the board but the TD said he had to; and an appeals committee consisting of Sean



Main



Consolation



Last Chance

Pictures by Peter Chan

Casey and Peter Bennet overturned the decision. The match was then played on the dissenter's board . . . and he lost!

Being who I am I get loads of players bending my ear and asking me about this, that, and the other. From this ear-bending I have compiled a few suggestions that the organisers might consider for the future:

- Forget the qualifying section on the Saturday and make it a straight knockout competition. Fifty-six players paid a registration fee for entry into the Irish Open but only sixteen of

them actually played in the Main. Have a progressive Consolation starting on the Saturday and a Last Chance on the Sunday morning (and if time allows) a 3-pointer for those out of everything after the LC first round.

- Bring back the auctions. They are very popular and were sorely missed this weekend.
- Ensure that round starting times and clock allowances are synchronised to be certain that all matches start at the same time. If someone plays without a clock and they are going to be late for the next round, start their clock running or impose penalty points as soon as their next opponent is ready to play them.
- Flights back to the UK always impinge on a players playing time, and I would suggest that the field should be reduced to the last eight on the Sunday to reduce the playing time by approx. two hours.
- Have one main director who will be present all weekend - and at least one or two assistants. The director(s) should be aware at all times of the progression of slower matches and be prepared to warn those about to lag behind of the consequences of their slow play.

The above are suggestions from various players - some of whom might not return unless some changes are made. I offer them up for consideration and assure the organisers that no matter what, I shall continue to support the Irish Open not only via *Grand Prix* points but by attending when possible.

The weekend was like the Curate's egg but overall I had a great time. It was good to meet old friends and I got a chance to play some backgammon. I drank a fair amount of the black stuff and ate Italian and Thai food (on separate nights!). The smoke-free pubs and restaurants were a joy to eat and drink in and I will be back next year - so long as I can persuade the Dublin club that it is worthwhile staging the event; albeit perhaps, in another form.

Letters

Regular letter writer, Cedric Lytton

writes in: Thank you for printing my article "Opening 43", in the teeth of that missive compendium in Bibafax 76, pages 10-13. Sorry you had so much trouble with my suffix notation, so that ZA and ZP were the wrong way round when first defined in Introduction, paragraph 1 – but your clever readers will have spotted this. In paragraph 3 you omitted "aim for a quiet game", and in paragraph 4 ... yes, tubeless is a fair description, neither of us admits to a spire tyre yet!

Comments on a few other mothers in Bibafax 77:

Battle of the Bots, pages 11-14: this method begs the question whether Snowie the better bot, and is unfair on Jellyfish which is not given the choice to sit in return judgment on Snowie's moves. A better way to decide between them would be by a match or three with independent hand-rolled dice input. Can you set up Snowie and get Tim Mooring to come over and set up Jellyfish at the same time and proceed? The input to each computer in turn would have to be by hand - harder work, so a match to 11 points would take more like 3 hours than 2, but this result would mean far more. Incidentally, I passed on the prize Jellyfish disk, that you may remember kindly warding me some years back, to my friend Gerry Eslin whom I first taught to play in 1999; since then training against Jellyfish and with no other human education except play in our little local tournaments, he has become easily the best player in North Norfolk.

Roving Reporter, pages 23-26: Well done, Rosey, your hard work on all those

positions was really worth it and much more enjoyable than technical poker chat which I do not understand and, to me, has no place in Bibafax. Thanks to you both.

Vahab v. Nahmad, page 29: Chris Bray has now written to me (bless him) with the score of their last game including the four moves I asked for - all good moves:

DN(w)	SV(b)
1) 62: 24/18 13/11	
2) 64: 24/14*	32: 25/22 13/11*
3) 31: 25/21	52: 18/11
4) 33: 8/5(2) 6/3*(2)	53: Dance
5) 54: 13/8 13/9	

Slats vs T, Game 11, page 25: Has Slats changed his style on an opening 62, 63 or 64? When I played him in the Last Chance in the 2004 Keren di Bona, in every one of our five games he won. the opening roll with such a 6 and ran out every time. Let me join Martin B (page 26) in telling my good-luck story from this same match: at 3-1 to 5 I bore in safely Slats's ace-point anchor, Slats still having the full 47% winning chances. Then a heart-stopping moment when I came down to 3 men on my 3-point and some more on my 2-point - 20 rolls would have left a shot. I rolled 21. Poor Slats could only watch as I bore off smoothly thereafter, thus surviving the 90% chance of leaving a shot, and won a backgammon for the match - really lucky. Almost equally good was when Slats enquired "Did we have a side bet ?" and I reassured him that we didn't.

In my defence of transposing ZA and ZP, Cedric sends in typewritten letters that are at best too faint to read and at worse too faint to scan - hence I sometimes get it wrong!

Ron Havenhand, has a thing or two to say on clocks: I have been reading in

Bibafax the correspondence about imposition of clocks during tournaments. Of course, at the last Biba tournament, I also had a clock imposed for slow play. On balance, I did not much enjoy the experience and felt my sympathies were with the players on this matter.

However, over the last day or two, I have been following the world championship matches in Monte Carlo using the True-MoneyGames set-up. My view on clocks has changed completely! God, how slow and tedious are some of these games. During one late night session in front of my PC, I fell asleep in front of my screen and was woken by falling off my chair.

Chris Bray's point about people not realising they are playing slowly is valid, and I think applies to me. I guess for some people the use of a clock comes as a bit of a shock first time around, but more use of clocks would improve familiarity with the process. After all, all chess players use a clock as a matter of course.

So, as of now, you have my support when it comes to reasonable rates of play and use of clocks as deemed necessary.

I don't like using clocks and I would rather see them returned to chess, where they belong. Unfortunately a minority of players simply ignore their peers waiting in the next round and seem to think they can take all the time in the world to play their match. It is these players who are responsible for clock-gammon.

It has reached such lengths that many backgammon players have now got their own clocks and insist upon playing with them as a matter of course. I reserve the right to impose clocks (or penalty points) but would prefer persuasion to play faster to their use.

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2005/6 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 £tba

Formats: Knockouts - 11, 7, 5, & 3 point matches, Swiss - 6 x 11 point matches

All tournaments feature a Friday night Warm-up, Saturday night Doubles Knockout,

Poker Grand Prix and Jackpots on demand.

**Registration Fees: Members only: £16 (£20 2006) -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

**2130
Warm-up Knockout**

SATURDAY

**Registration 1030 / 1230
Play starts 1300 prompt**

SUNDAY

**Play resumes 1030
(penalty points apply 1035)**

Accommodation costs 2005 - Contact Central Reservations:

Paramount (ex-Hanover) +44 1455 898 560 and quote 'backgammon'

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*

See the following pages for accommodation costs for 2006 at Hilton Coventry & Brighton

Date 2005	Tournament			Venue	Type
Dec 03-04	Gilbertson UK Finals	.	.	Hinckley	Combination
2006 Tournament Calendar					
Jan 14-15	Play 65 Bright 'n' Breezy	GP	UK	Brighton	Knockout
Jan 27-29	4 th Cotswold 'Fireside'	GP	-	Blockley	Knockout
Feb 04-05	Jarvis Trophy	GP	UK	Coventry	Swiss
Mar 04-05	Slattery Scottish Open	GP	UK	Coventry	Knockout
Apr 01-02	Play65 British Open	GP	UK	Coventry	Knockout
Apr ??	Manchester 1-Day	GP	-	Manchester	Combination
May 06-07	County Cups Trophy	GP	UK	Coventry	Swiss
Jun 03-04	Hilton Trophy	GP	-	Coventry	Knockout
Jul 08-09	Keren Di Bona Memorial	GP	-	Coventry	Knockout
Jul ??	10 th Liverpool Open	GP	-	Liverpool	Combination
Aug 05-06	SAC Trophy	GP	UK	Coventry	Swiss
Aug 19-28	Mind Sports Olympiad	GP	-	Manchester	Swiss
Sep 09-10	Backpacker Trophy	GP	-	Coventry	Knockout
Oct 07-08	Sandy Osborne Memorial	GP	-	Coventry	Knockout
Oct ??	14 th Irish Open	GP	UK	Dublin	Combination
Nov 04-05	Townharbour Trophy	GP	UK	Coventry	Swiss
Dec 02-03	Gilbertson UK Finals	-	-	Coventry	Double KO



Local clubs & Forthcoming Events

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

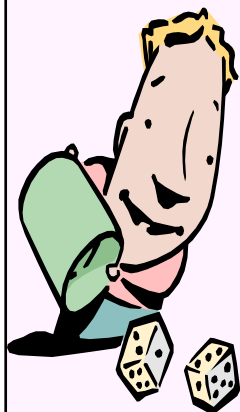
Birmingham - Dave Motley - 0121 476 4099 - davemotley@blueyonder.co.uk - Monday.
Brighton - <http://eiloart.com/bbc/> - Tuesday 8pm until closing.
Bristol - Ian Tarr 0117-9756349 brissgammon@blueyonder.co.uk 2nd Thurs of the month.
Dublin - Brendan Burgess - 603 0891 - wildlife@indigo.ie - 2nd Monday of every month.
Eastbourne & Bexhill - John Thomas - 01424 219415 - Jtprincesgaragelimited@btinternet.com - Mondays 19.30.
Enfield - Daniel Landsberger, (020) 8292 4991. Email: info@enfieldbackgammon.co.uk - Wednesdays, 8pm
Glasgow - Renfrew - John Paul Vass 0141 587 0255 - 1st Tuesday of month @ 7:00
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 - Simon K Jones - (0151 428 3082) - vineries@btinternet.com - Last Friday of each month
London - Croydon - Danny Gallagher 0208 647 7767 - 1st Sunday of the 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- info@perthgammon.org.uk 01738 587574 - Tuesdays, 7.30
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 - John Ingamells - john.ingamells@ntlworld.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

Gilbertson UK Finals, December 3/4: The final event of the year and we have our eight qualifiers: Mike Grabsky, Uldis Lapikens, Peter Christmas, Rachel Rhodes, John Slattery, Lawrence Powell, Adrian Jones and Eddie Barker. Players that didn't get automatic qualification, don't despair for you can qualify on the Saturday. Here's the format:

Main Qualifier: Entrants will play 2 x 7pt matches of Swiss Format

All players that win 0/2 will go into the Sunday Consolation
 All players that win 1/2 will go into a 5pt Knockout to playoff for 4 players
 All players that win 2/2 will go into a 7pt Knockout to playoff for 4 players



Rosey's Rollout

Rollout the dice to wine a bottle of champagne in this free entry event

The Bounty Hunt

Hunt down the baddie and win £75. Elude the bounty hunters and get £100



Dinner, bed and breakfast @ Hilton Coventry 2006

Single room: 1 night £59, two nights £104

Double or twin room: 1 night £90, two nights £94

To book accommodation call 02476 603000 and quote 'backgammon'

There are a limited number of rooms made available to Biba at the above rates and they will be allocated on a first come - first served basis.

Important: Hilton Coventry operate a secure car park the cost of which is £3 per 24 hours.

Brighton 2006 on page 30 ➤



Play65 2006 Bright 'n' Breezy



Play65 are the new sponsors of the Bright 'n' Breezy tournament in January. They are one of the biggest and most popular online backgammon web sites around. They have thousands of players, many of whom are online playing 24 hours a day, 7 days a week.

Are you a member of Play65 yet?

If not, then after reading further it could certainly **pay** you to join before the tournament!

As tournament sponsors, Play65 are supplying trophies and software and cash-money prizes - deposited in your Play65 account - and if you are a member of Play65 when you win any of the sixteen cash prizes at the tournament you get a bonus! Look at the list below to see how much you can win. The Play65 member prize is shown **first**.

	1 st	2 nd	3 rd & 4 th
Main	£100 - £75	£70 - £60	£20 - £15
Consolation	£70 - £60	£50 - £40	£15 - £10
Last Chance	£50 - £40	£40 - £30	£10 - £5
Tidal Wave	£40 - £30	£30 - £25	£10 - £5
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Play online at Play65 for fun
or real money with over 450,000
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Deposit £50 and get £10 extra!
Open an account and pay using:
PayPal, Visa or MasterCard

Play65 - It's all in the dice

Townharbour Trophy

Report by Michael Crane

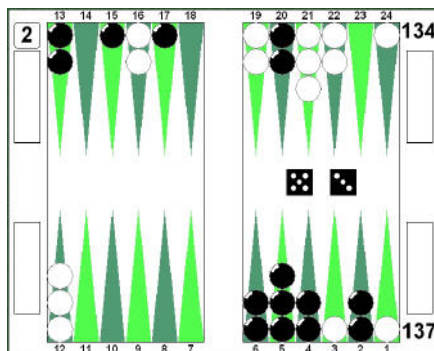
Some of you will remember the sponsor of this tournament, Tim Cross. Those of you that do will also remember he's not actually played with us for a couple of years or more - he's been more interested in golf than backgammon. Well, this weekend saw the return of Tim - he's got himself a copy of Snowie and he's back into backgammon. Mind you, he's not yet back into his old winning form - he only managed to win half of his six matches over the weekend. I am sure he'll be back on top after a few more tournies; so watch out!

Main (13)

The big battle this weekend between Adrian Jones and John Slattery for the first place in the Grand Prix didn't produce the fireworks expected - in fact the encounter turned out to be a damp squib! They each won 3/6 and left the Championship unresolved. See the end of this report for the solution. Uldis Lapikens had a good shot of overtaking them both but he couldn't win the required 5/5 or better to do it.

This weekend belonged to Eddie Barker, he won 5/5 but was stopped in the 6th Round by Mardi Ohannessian. This result meant we had three players on 5/6, these two plus Peter Christmas. The new, average ranking tie-break was brought into action and the results were: 1st, Eddie; 2nd, Mardi; 3rd, Peter. Eddie received £50 from Tim along with his trophy - for which Eddie says, Thank you, Tim.

During his 1st Round match against John Slattery, David Nathan (black) had a difficult decision to make with a roll of 53:

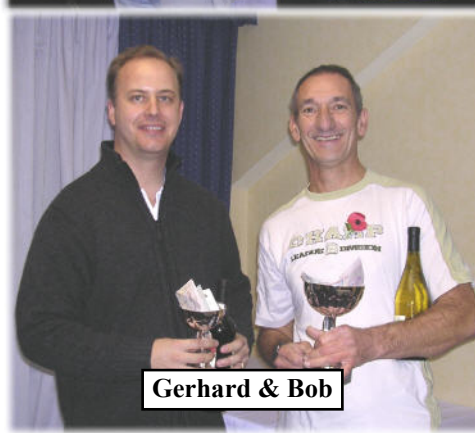


11 point match
Black 6 White 8
Black to play 53

He had two choices, 17/14 15/10 and 20/15 20/17. He deliberated between the



Mardi & Eddie



Gerhard & Bob

two for quite a long time (and he was on the clock!) before eventually deciding on making the 15- and 17-points. Later he thought this was incorrect and a mini-rollout on Snowie agreed with him. The first play was better by 0.048.

Consolation (13)

Starting on the Sunday, we had three players on 2/3 entering the 6th Round, Bob and Bill Young (Bill doing a TC, coming back after a long absence!) and Gerhard Enslin in his first Biba event. The Young brothers had already played each other so they were paired off, Bob against Mick Vacarey; and Bill against Gerhard. Bob was eventually declared the winner and Gerhard the Runner-up, robbing the Young Ones of the double.

Doubles (4)

Re the double above: *Fawking Hell* were well and truly *fawked* by *Young & Good Looking* (guess who they were!); *Can't Play, Won't Play* met the *Youngs* in the Final but *Can't Play* let the side down by taking a double that cost the match, so the *Youngs* did make it a double over the weekend. The Top Name went to *Fawking Hell* for their Guy Fawkes connection.

Friday Warm-up (10)

John and Rosey Gilbertson were hoping for a sibling final but Paul Christmas and Mardi Ohannessian put paid to their plans; and Mardi put paid to Paul's plans after he won the weekend break and most of the pot!

Poker (8)

Not had much of a report on this, but I do know Mick Vacarey won - again! Don't forget next year's *Poker Grand Prix*, will you? One condition of entry, you have to register and play in the backgammon to take part. See page 22 for details.

Dinner, bed and breakfast @ Brighton 2006

The 2006 Bright 'n' Breezy is at the Holiday Inn Brighton-Seafront
Formerly the - Hilton, West Pier Hotel, Brighton

The rates for Dinner, Bed & Breakfast per person are:

Single: 1 night £68, 2 nights £130 Double/twin: 1 night £104, 2 nights £200

The contact numbers are:

Tournament information info@backgammon-biba.co.uk

Accommodation 01273 828280 and quote 'backgammon'

It should be noted that the hotel have blocked off an allocation of 50 rooms and they will be allocated on a first-come first-served basis. To be certain of a room book as soon as you can and avoid being disappointed.

Grand Prix Championship 2005 (181 Entrants)

OK, we have a draw! John Slattery and Adrian Jones failed to get the better of each other at the TT and they now have to have a play-off at the Gilbertson UK Finals next month to decide 1st and 2nd. The winner will get £250 and the runner-up, £50.

Uldis Lapikens put up a brave last ditch attempt to beat them both but had to settle for 3rd place and £25.

Ranking Championship 2004 (159 Entrants. 34 Qualifiers)

John Slattery regained his Ranking Championship title, and a late surge from Jeff Barber placed him in 2nd place. John picks up £250 and Jeff, £50. David Nathan, despite a poor TT performance struggled into 3rd place just slightly behind Jeff and he gets £25.

I'd like to thank all the players that took part in the tournaments and Championships throughout the year; and, if you

didn't win, perhaps you'll do it next year.

Good luck for 2006!

PS: Look out for a new, prize-fund structure on page 5.

NB: Awards and pictures will be carried out at Brighton in January.

Biba Sportsmanship Trophy 2005



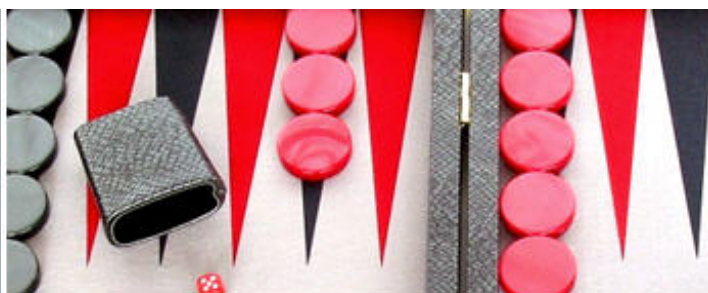
This annual trophy and award is the brilliant idea of Dod Davies. Out of his own pocket, Dod donates a fine trophy each year and a cash prize of £100. It was inaugurated in 2000 at the British Open and, give or take a month, it has been awarded at or near the Open each year. However, Dod and I have decided that the award is to be moved to the Bright 'n' Breezy each January starting in 2006.

To vote either email three nominees to votes@backgammon-biba.co.uk or post to Biba HQ to arrive before December 31st 2006 (Biba members only) or vote on the day.

You must vote for three of the ten nominees (Dod chooses five and Michael Crane chooses five) and the nominee polling the most votes is declared the winner.

NB: You must chose three - voting slips containing fewer will be invalid.

Mike Grabsky	Julian Fetterlein	Peter Bennet	Peter Chan	Paul Christmas
Simon K Jones	Julian Minwalla	Peter Christmas	Tony Lee	Lawrence Powell



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Keep checking our webpage for news and see you on our tournaments in 2006..

Many **thanks** to all the **players**, our **sponsors** and **partners!**

Merry Christmas and Happy New Year !!!!



... we love the game ...

www.world-backgammon-association.com

Tournament Results

Sandy Osborne - 8/9 October

Main (30)

- 1 David Startin
- 2 David Nathan
- 3/4 Myke Wignall
- 3/4 Dave Motley
- 5/8 Rachel Rhodes
- 3/4 Peter Christmas
- 3/4 John Gilbertson
- 3/4 Lawrence Powell

Consolation (28)

- 1 Dave Motley
- 2 Jeff Ellis
- 3/4 Rachel Rhodes
- 3/4 Myke Wignall
- 5/6 Peter Christmas
- 5/6 John Gilbertson

Last Chance (32)

- 1 Uldis Lapikens
- 2 Tony Walters
- 3/4 Vicky Chandler
- 3/4 Chris Ternel
- 5/8 Bob Bruce
- 3/4 Peter Chan
- 3/4 Tim Mooring
- 3/4 Jeff Barber

Kamikaze (24)

- 1 Nicky Check
- 2 Myke Wignall
- 3/4 Stephen Cole
- 3/4 John Gilbertson
- 5/8 Jason Champion
- 3/4 John Slattery
- 3/4 Martin Hemming
- 3/4 Jeff Barber

Grand Prix at Sandy Osborne

- 18.58 David Startin
- 13.42 David Nathan
- 13.42 Dave Motley
- 13.42 Jeff Ellis
- 9.29 Uldis Lapikens
- 9.29 Myke Wignall
- 6.19 Jeff Barber
- 6.19 Peter Christmas
- 6.19 Nicky Check
- 6.19 Rachel Rhodes

- 6.19 John Gilbertson
- 6.19 Tony Walters
- 4.13 Lawrence Powell
- 4.13 John Slattery
- 4.13 Rosey Bensley
- 4.13 Chris Ternel
- 4.13 Vicky Chandler
- 4.13 Stephen Cole
- 4.13 Mike Rawlins
- 4.13 Nigel Rawlins

Friday Warm-up (8)

- 1 Michael Crane
- 2 John Gilbertson

£50 Jackpot (4)

Joint 1st John Slattery & Chris Ternel

Poker (7)

- 1 Tony Walters
- 2 Rosey Bensley
- 3 John Gilbertson

Doubles (4)

- 1 Prime Suspects
 - 2 Unlikely Lads
- Top name: Prime Suspects

Irish Open - 29/30 October

Main (56-16)

- 1 Adrian Jones
- 2 John Slattery
- 3/4 Sean Casey
- 3/4 John Wright
- 5/8 Paul Christmas
- 5/8 Brendan Burgess
- 5/8 Stuart Mann
- 5/8 Richard Grundell

Consolation (32)

- 1 Peter Bennet
- 2 Uldis Lapikens
- 3/4 Rachel Rhodes
- 3/4 Brian Lever
- 5/8 Aubrey Tapley
- 5/8 Andrew McKecknie
- 5/8 Dave Coyne
- 5/8 Brendan Gasparro

Last Chance (8)

- 1 Tim Brown
- 2 Peter Chan
- 3/4 Aubrey Tapley
- 3/4 David 'Cracker' McNamara

Grand Prix at Irish Open

- 24.77 Adrian Jones
- 13.42 John Slattery
- 13.42 Peter Bennet
- 9.29 Uldis Lapikens
- 9.29 John Wright
- 9.29 Sean Casey
- 6.19 Brian Lever
- 6.19 Brendan Burgess
- 6.19 Paul Christmas

- 6.19 Rachel Rhodes
- 6.19 Stuart Mann
- 4.13 Michael Crane
- 4.13 Dave Coyne
- 4.13 David McNamara
- 4.13 Brendan Gasparro
- 4.13 Aubrey Tapley
- 4.13 Frank Conway
- 4.13 Eamon Keogh

- 4.13 John Gilbertson
- 4.13 Andrew McKecknie
- 2.58 Peter Chan
- 2.58 Stephen Drake
- 2.58 Tony Lee
- 2.58 Rosey Bensley
- 2.58 Patrick O'Connor
- 2.58 Tim Brown
- 2.58 Fanika Petkovska

Townharbour Trophy - 5/6 November

Main (8/32)

Pos	Name	Wins	GP
1	Eddie Barker	5	18.58
2	Mardi Ohannessian	5	13.42
3	Peter Christmas	5	13.42
4	Paul Gilbertson	4	9.29
5	Uldis Lapikens	4	9.29
6	Richard Theunissen	4	9.29
7	John Gilbertson	4	9.29
8	John Slattery	3	6.19
9	Adrian Jones	3	6.19
10	Tim Cross	3	6.19
11	Rosey Bensley	3	6.19
12	Peter Bennet	3	6.19
13	Stephen Cole	2	4.13

Consolation (24/32)

Pos	Name	Con wins	GP
1	Bob Young	3	13.42
2	Gerhard Enslin	3	9.29
3	Peter Chan	2	9.29
4	Bill Young	2	9.29
5	Nicky Check	2	9.29
6	Jeff Barber	1	6.16
7	Myke Wignall	1	2.58
8	Kevin White	1	4.13
9	Mick Vacarey	1	4.13
10	Paul Christmas	1	4.13
11	Chris Gibbins	0	2.58
12	David Nathan	0	0.00
13	Chris Ternel	0	2.58

Friday Warm-up (10)

1	Mardi Ohannessian
2	Paul Christmas
3/4	John Gilbertson
3/4	Rosey Bensley

£100 Jackpot (8)

1	Peter Bennet
2	Paul Gilbertson
3/4	John Gilbertson
3/4	John Slattery

Poker (8)

1	Mick Vacarey
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Doubles (4)

1	Fawking Hell
2	Can't Play - Won't Play

Best Name: Fawking Hell

Grand Prix Championship 2005 Top 100

84.64	John Slattery	28.90	Mick Vacarey	15.48	David Markwick
84.64	Adrian Jones	28.38	Martin Barkwill	15.48	Fanika Petkovska
75.35	Uldis Lapikens	28.38	Bob Young	14.97	Tim Brown
72.26	David Nathan	27.87	Nigel Merrigan	14.45	Alan Greenwood
67.09	Peter Christmas	26.83	Roy Hollands	13.42	James Browning
62.96	Brian Lever	26.32	Vicky Chandler	13.42	Chris Bray
59.87	Jeff Barber	25.81	Mike Greenleaf	13.42	Richard Granville
59.87	Mardi Ohannessian	25.80	Mahmoud Jahanbani	13.42	Andrew Sarjeant
57.80	Nicky Check	25.29	Stephen Cole	13.42	Geoff Conn
55.74	Chris Ternel	24.77	David Fall	13.42	Darryl Kirk
55.73	Rachel Rhodes	24.25	Paul Statter	13.42	David Sanders
54.70	Simon K Jones	23.74	Jeff Ellis	12.38	Connor Dickinson
54.70	Peter Bennet	23.22	Paul Christmas	12.38	Malcolm Robertson
47.47	Steve Rimmer	22.71	Julian Minwalla	12.38	Rodney Lighton
44.89	Stephen Drake	22.71	Eddie Barker	12.38	Zoe Cunningham
43.86	Kevin Stebbing	22.19	Martin Hemming	11.35	Paul Van Dijke
43.34	Peter Chan	20.12	Roland Herrera	10.32	Dave McNair
42.84	Tim Mooring	19.61	Simonetta Barone	10.32	Brendan Burgess
42.84	Tony Lee	18.58	Brian Busfield	10.32	Ralph Eskinazi
42.83	Julian Fetterlein	18.58	Sean Casey	10.32	Matthew Fisher
42.31	Tony Walters	18.58	Blaine Buchanan	10.29	Sean Williams
41.29	Jason Champion	18.58	David Startin	9.29	David Edwards
40.77	Lawrence Powell	18.58	Neil Young	9.29	Paul Lamford
40.25	Dave Motley	18.58	Rogier Van Gemert	9.29	Bill Young
39.22	Rosey Bensley	18.57	Stuart Mann	9.29	Emmanuel Di Bona
36.12	Ron Havenhand	17.55	Danny Cohen	9.29	Andreas Giannopoulos
36.12	John Gilbertson	16.51	Mick Butterfield	9.29	Steve John
35.61	Paul Gilbertson	16.00	John Broomfield	9.29	Leslie Singleton
34.06	Paul Barwick	15.48	Steve Hallet	9.29	Richard Theunissen
34.06	Kevin White	15.48	John Wright	8.25	Stephenn Ferrer
29.94	Myke Wignall	15.48	John Hurst	7.74	Mark Dixon
29.93	Ian Tarr	15.48	Wayne Felton	7.74	Suzy Crabb
28.90	Mike Grabsky	15.48	Ann Pocknell		
28.90	Mike Main	15.48	Gerhard Enslin		

Ranking Championship 2005 Qualifiers

001	2215.14	John Slattery	013	2048.43	Peter Bennet	025	1774.07	Roy Hollands
002	2163.86	Jeff Barber	014	2044.79	John Gilbertson	026	1714.86	Rosey Bensley
003	2163.00	David Nathan	015	2040.36	Kevin White	027	1711.50	Dave Motley
004	2157.43	Uldis Lapikens	016	2032.79	Brian Lever	028	1664.07	Vicky Chandler
005	2154.14	Peter Christmas	017	2001.00	Ron Havenhand	029	1655.86	Tony Walters
006	2153.50	Chris Ternel	018	1964.93	Mick Vacarey	030	1652.36	Mick Butterfield
007	2149.36	Simon K Jones	019	1904.86	Paul Gilbertson	031	1635.29	Stephen Cole
008	2128.00	Mardi Ohannessian	020	1883.71	Tony Lee	032	1541.00	Paul Christmas
009	2118.14	Adrian Jones	021	1867.21	Myke Wignall	033	1502.86	Martin Hemming
010	2100.50	Peter Chan	022	1858.00	Tim Mooring	034	1291.29	Fanika Petkovska
011	2090.93	Nicky Check	023	1828.43	Bob Young			
012	2056.57	Jason Champion	024	1788.79	Paul Barwick			

Active Rankings

1957	1957	Tony Lee	1662	1632	Uldis Lapikens	1489	1489	Julian Minwalla
1943	1943	Julian Fetterlein	1662	1662	Connor Dickinson	1483	1483	Richard Biddle
1938	1938	Brian Lever	1660	1660	Ian Tarr	1483	1483	David Sanders
1928	1964	John Slattery	1656	1627	Bob Young	1481	1481	Ernie Pick
1911	1911	Rachel Rhodes	1655	1656	Adrian Jones	1481	1481	Roland Herrera
1876	1876	Lawrence Powell	1654	1654	Martin Barkwill	1479	1479	David Markwick
1865	1918	David Nathan	1651	1651	Mike Greenleaf	1476	1476	Wayne Felton
1862	1862	David Startin	1635	1586	John Gilbertson	1473	1473	Johan Sallfors
1836	1836	Richard Granville	1633	1633	Ian Gwynne	1471	1471	Rebecca Bell
1821	1821	Stuart Mann	1624	1624	Barry McAdam	1466	1490	Kevin White
1818	1792	Mardi Ohannessian	1623	1623	Mick Butterfield	1462	1462	Tony Walters
1802	1802	Dave McNair	1615	1615	Rodney Lighton	1460	1460	Anthony Coker
1799	1761	Peter Christmas	1609	1609	Ian Shaw	1454	1454	Simonetta Barone
1799	1799	Dod Davies	1607	1635	Jeff Barber	1444	1444	Malcolm Wilson
1779	1779	Steve Hallet	1606	1537	Eddie Barker	1439	1439	Steve John
1778	1758	Peter Bennet	1605	1527	Paul Gilbertson	1430	1430	Jane Oxley
1756	1756	Steve Pickard	1600	1600	Kerry Jackson	1425	1425	Mike Main
1748	1748	Danny Cohen	1600	1600	Ken Gibson	1423	1423	Alan Greenwood
1746	1746	Raj Jansari	1599	1599	Edwin Turner	1423	1423	Leslie Singleton
1739	1739	Roy Hollands	1594	1594	Jason Champion	1415	1415	Andy Bell
1735	1735	Mike Grabsky	1593	1593	Ron Havenhand	1409	1409	Hubert De L'Epine
1734	1734	John Hurst	1587	1587	Geoff Conn	1406	1395	Rosey Bensley
1727	1727	Kazu Niki	1583	1583	John Wright	1400	1460	Myke Wignall
1726	1726	Kevin Stebbing	1572	1572	Paul Barwick	1396	1396	Colin Laight
1724	1739	Chris Ternel	1572	1572	Paul Statter	1395	1395	Bob Bruce
1723	1754	Nicky Check	1569	1601	Paul Christmas	1395	1395	Catherine Oldfield
1722	1722	Brendan Burgess	1568	1568	Grahame Powell	1394	1394	Jo Curl
1722	1722	Simon K Jones	1566	1566	Vicky Chandler	1382	1382	Chris Evans
1721	1721	Arthur Musgrove	1546	1546	Dave Motley	1381	1381	Tim Brown
1717	1717	Emmanuel Di Bona	1535	1535	Stavros Elia	1374	1374	Paul Fox
1708	1708	Dave Coyne	1534	1528	Peter Chan	1367	1367	Cedric Lytton
1698	1698	John Thomas	1528	1528	Kevin Berry	1344	1344	Tony Fawcett
1696	1696	Tim Mooring	1527	1527	Darryl Kirk	1338	1349	Stephen Cole
1694	1694	Stephen Drake	1517	1517	Matthew Fisher	1336	1347	Mick Vacarey
1690	1690	Dale Taylor	1517	1517	David McNamara	1322	1322	Jon Sharpe
1686	1686	Ann Pocknell	1514	1514	David Horner	1319	1319	Fanika Petkovska
1676	1676	Steve Rimmer	1506	1506	Martin Hemming	1248	1248	Alison Lee
1668	1668	Jeff Ellis	1492	1492	Cliff Connick			
1663	1663	Brian Busfield	1490	1490	Neil Young			

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