

BIBAFAX

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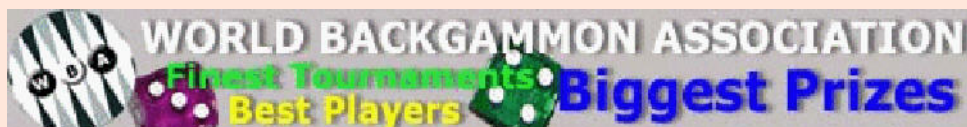
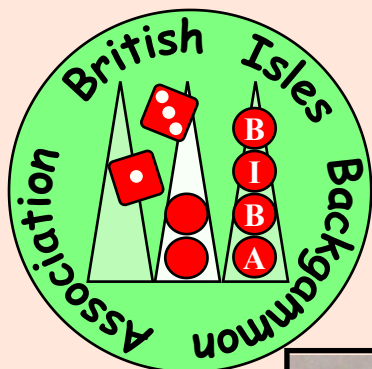
April

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Dedicated To Backgammon



Tim Line
Scottish Champion 2006

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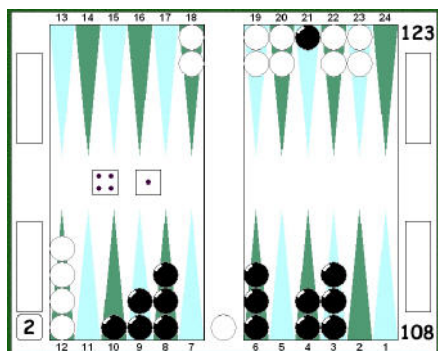
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This was my first BIBA tournament since June 2004. Although the number of entrants was disappointing, it was good to see so many of the top players there.

It seems the standard way to do these types of article, is to just go through all of the blunders. I tried to think of doing something different, but eventually succumbed to doing it the same way. I will also look at each of the cubes that occurred in the match.

In the following positions, I am playing as black and David Nathan is playing as white.

Match to 11 Score Black-White: 0-0

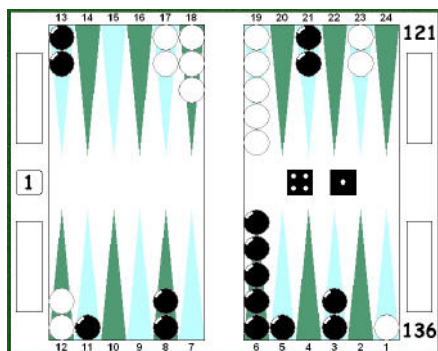


White to play 41

Here David is behind in the race. He does not want to bring down a builder and create another blot, yet that is the correct move. I would not hit loose on the ace-point, but would have no hesitation in hitting loose on my 5-point. I also have 15 numbers which point on his blot, leading to excellent gammon chances for me.

25/24 13/9 -0.502
25/20 -0.683 (-0.181)

Match to 11 Score Black-White: 4-2



Black to play 41

My first instinct was to use the 1 to make the five-point. I then did not like any of the potential 4s and elected to make the

2005 Sandy Osborne Match Analysis By David Startin

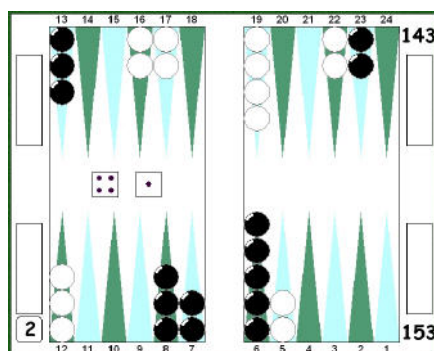


David Startin David Nathan

4-point instead. 11/7 6/5 is much better as it leaves only one blot, makes the 5-point and leaves the bar-point slotted to extend the prime.

11/7 6/5 0.096
6/2 6/5 0.094 (-0.003)
8/4 5/4 -0.062 (-0.159)

Match to 11 Score Black-White: 4-0

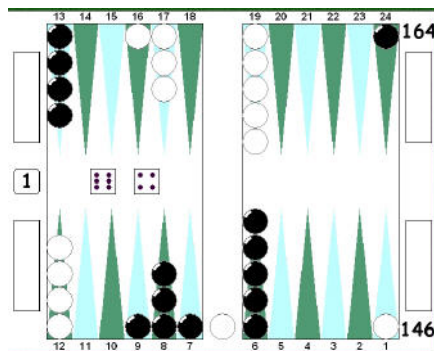


White to play 41

Making the 5-point at the cost of two indirect shots is clearly best.

9/5 6/5 0.428
13/8 0.309 (-0.118)
Blunder!

Match to 11 Score Black-White: 6-2

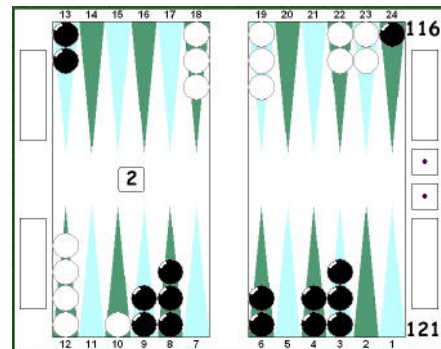


White to play 64

I thought at the time that David had simply not noticed the hit and I was glad that he had done so.

25/21 24/18* 0.097
25/15 -0.299 (-0.396)
Blunder!

Match to 11 Score Black-White: 0-0

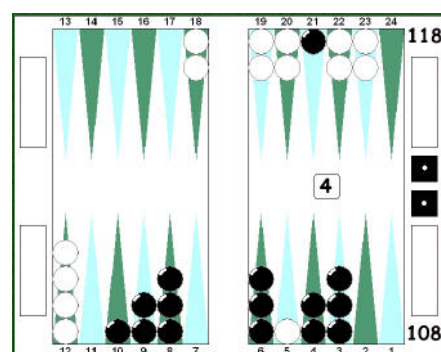


White, cubes - Black, takes

This was the first cube in the match. David has almost escaped his back checkers and is threatening to trap my last checker. However, he is only five pips up in the race and my board is slightly stronger. The take is easy.

No double 0.565
Double, take 0.535 (-0.030)
Double, pass 1.000 (+0.435)
Proper cube action: **No double, take**

Match to 11 Score Black-White: 0-0



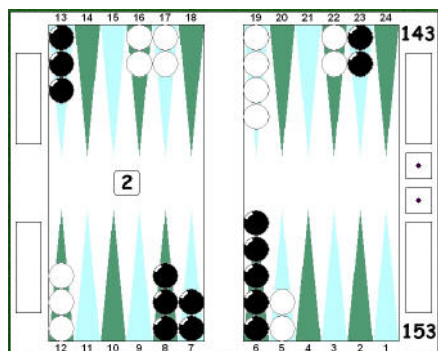
Black, re-cubes - White, takes

After a good sequence of dice for me, I am now in a position to redouble. I have many market losing sequences, such as pointing on David's head and him not entering. I actually rolled 66 next which was almost as good.

Redouble, take 0.685
No redouble 0.663 (-0.022)
Redouble, pass 1.000 (+0.315)
Proper cube action: **Redouble, take**



Match to 11
Score Black-White: 4-0



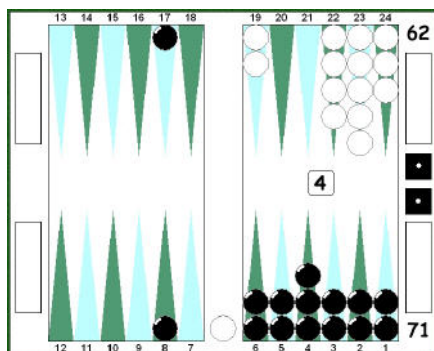
White, cubes - Black, takes

Although David has the superior anchor, he has gaps in his prime and is not threatening to do too much on his next roll. The double is premature.

No double	0.562	
Double, take	0.518	(-0.045)
Double, pass	1.000	(+0.438)

Proper cube action: **No double, take**

Match to 11
Score Black-White: 4-2



Black, re-cubes - White, drops

With only small gammon winning chances and the possibility of leaving a shot on 66, I correctly elect to cash this position.

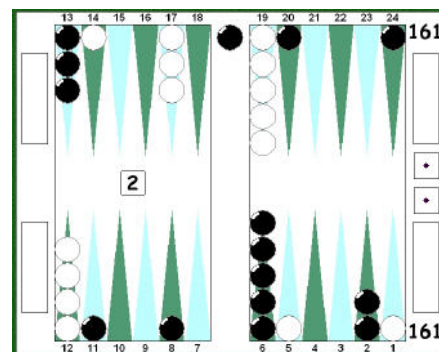
Redouble, pass	1.000	
No redouble	0.999	(-0.001)
Redouble, take	1.902	(+0.902)

Proper cube action: **Redouble, pass**

Double, take	0.964	
No double	0.856	(-0.108)
Double, pass	1.000	(+0.036)

Proper cube action: **Double, take**

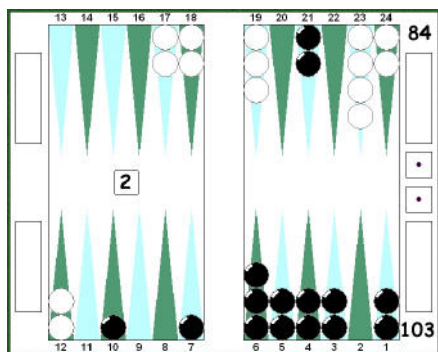
Match to 11
Score Black-White: 10-3



White, cubes - Black, drops

David had been trying to get a false drop from me, but waited too long. He is actually too good to double in the above position.

Match to 11
Score Black-White: 4-2



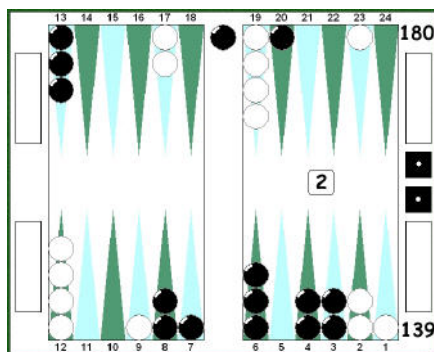
White, cubes - Black, takes

David is well ahead in the race, but the open 5-point ensures I have sufficient winning chances to take.

No double	0.558	
Double, take	0.478	(-0.080)
Double, pass	1.000	(+0.442)

Proper cube action: **No double, take**

Match to 11
Score Black-White: 6-2



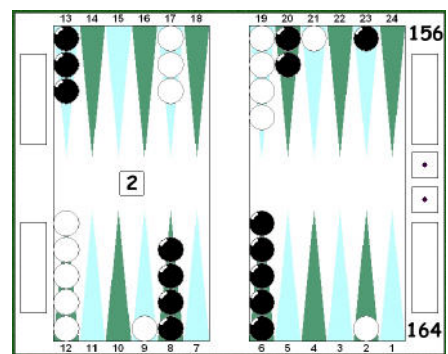
Black, cubes - White, takes

Well, this looks an unusual position. I am well ahead in the match and I am on the bar. Both of these factors argue against a double, but the double is actually correct. I am threatening to trap several checkers behind my prime and the take is only just correct.

No double	1.075	
Double, pass	1.000	(-0.075)
Double, take	1.807	(+0.731)

Proper cube action: **Too good to double, pass**

Match to 11
Score Black-White: 10-4



White, cubes - Black, takes

You want it? We've got it!

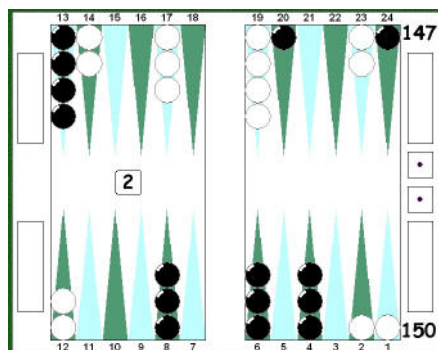
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Here I am only 8 points down in the race and I hold the *Golden Point*. The take is easy.

Double, take 0.249
 No double 0.249 (-0.000)
 Double, pass 1.000 (+0.751)
Proper cube action: Optional double, take

Match to 11
Score Black-White: 10-6



White, cubes - Black, takes

I am only three pips down in the race and I have the stronger board. The take is again easy.

Double, take 0.334
 No double 0.332 (-0.002)
 Double, pass 1.000 (+0.666)
Proper cube action: Double, take

I enjoyed this tournament and it was nice to be back at a BIBA event. I was pleased to have played and beaten some very good players on this weekend. Maybe I will try to get my *Grand Prix* Trophy back in 2006 after four years.

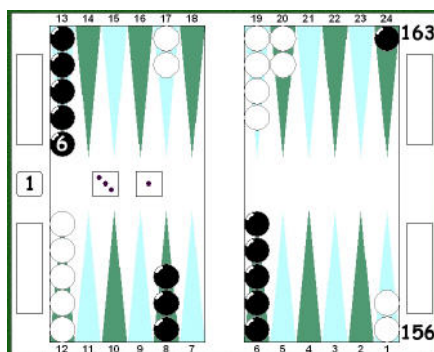
How Good is Your Backgammon? Asks Michael Crane

Well, once again we return to the marathon 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 14 with black leading 16-6. 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 14 Kazaross (w): 6 Meyburg (b) : 16

01) 31: 8/5 6/5 65: 24/13



??? White to play 31

Is this the time for a split playing 24/21 or 24/23? Or is it better played concentrating on keeping the lone black runner contained?

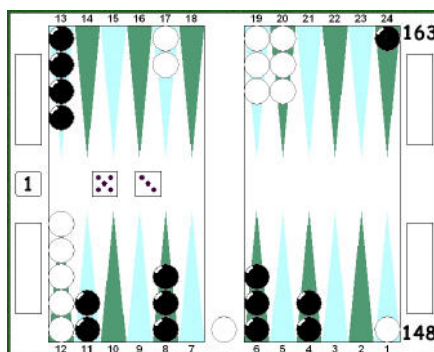
White decided that a split was called for even though he's not under any threat from black regarding black's bar- or 5-point being made on the next roll. At -0.015 it's not too bad but Snowie reckons that maximising builders to contain the runner is better by playing 3/10 6/5.

Although the actual play of 24/21 6/5 goes a little towards this aim, it doesn't go far enough. Splitting to the 23-point would have been a better option.

If you played 24/20 you're wasting one die; and not really gaining anything in return. The 6-point has a spare checker on it so at the least the 1 should be used to move it. Moving both back checkers leaves the 24-point allowing black to play 5s behind you if he wishes.

13/10 6/5 5
 24/23 13/10 4
24/21 6/5 3 A
 24/20 2
 24/21 24/23 1

02) 31: 24/21 6/5 22: 13/11(2) 6/4* (2)



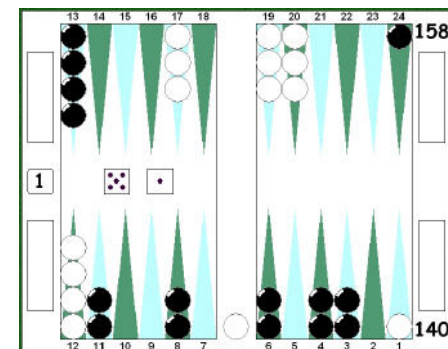
??? White to play 53

Three *sensible* moves here: Off the bar and onto the 8-point; off the bar and onto the 13-point; off the bar and hitting on the 1-point.

If you chose the latter, then don't expect any points for it! Hitting the runner can only harm white. The best play is the first one, moving off a stacked point onto one that needs a builder.

25/22 13/8 5 A
 25/20 13/10 3

03) 53: 25/22 13/8 53: 8/3* 6/3



??? White to play 51

Well, with a checker on the bar, one die will be used to re-enter. White chose to play 25/24 which rather limits 5s. This loses 0.096 equity and does nothing more than stack the 8-point. It was correct last time to play 13/8 because there were no spare checkers upon it, but now there is.

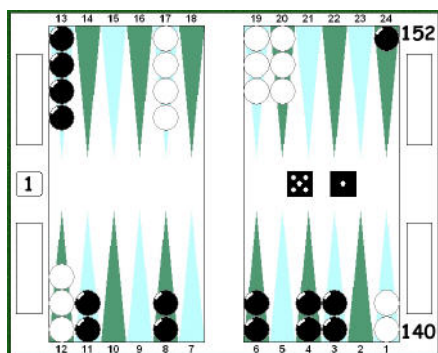
Slotting the 7-point by playing 25/20 8/7 is worse; and stacking the 5-point by playing 25/20 6/5 is a bit better; but the best move is coming in on the 20-point (because there's really no better 5s elsewhere), and then moving 24/23.

Black is threatening to make his bar- or 5-point next, if he doesn't then white just might.

25/20 24/23 5
 25/20 6/5 3
24/21 13/8 2 A
 25/20 8/7 1

04) 51: 25/24 13/8

Continued on the following page ►



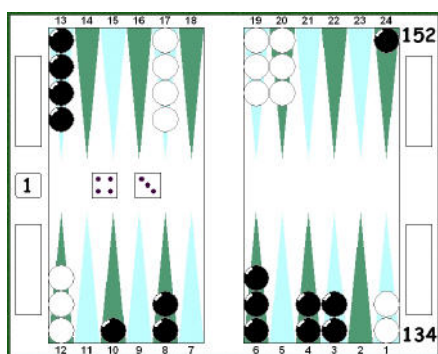
??? Black to play 51

White's play of moving off his 11-point with both checkers loses him 0.100 equity; not the Snowman's favourite play! Breaking this blocking point doesn't achieve much. Playing the 'usual' 5, 13/8 is better when played with 24/23; but the best is the pure running play 24/18.

White's mid-point is getting stripped and only 6s and 1s will hit black back; and even then there's a real danger of leaving a return shot.

24/18	5
24/23 13/8	3
11/6 11/10	1 A

51: 11/6 11/10



??? White to play 43

Black is threatening to make his bar- or 5-point soon, so thwarting this should be priority. This is done by hitting 8/1*. Passively making the 2-point is useless and a waste of good builders. Snowie's top two moves advocate the hit: 13/10 5/1* is 2nd but it strips the mid-point down to just two checkers. Playing 13/6 is a compromise move - it doesn't make anything new, but it is safe; and 13/10 8/4 is still better than making the 2-point.

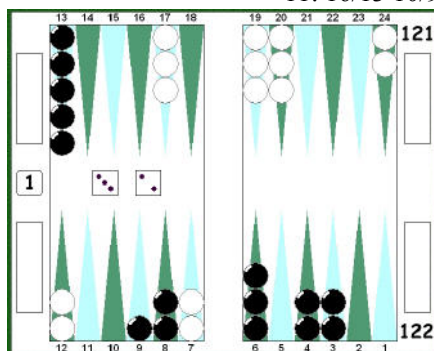
8/1*	5 A
13/10 5/1*	3
13/6	2
13/10 8/4	1

05) 43: 8/1* 54: 25/16

06) 66: 24/18(2) 13/1

A good roll for white moving him from 33.5% to almost evens in the game.

11: 16/13 10/9



??? White to play 32

Well, here's a fifty-fifty choice for you. Just two moves are realistic: Obviously hitting 1816* figures in both - the choice lies with the 3: carry on 16/13 and make it safe or 18/15?

While either play is good, Snowie goes for the 18/15 play. By playing this move black can hit with 3 and 4s; and he also needs 3s and 4s to re-enter. Staying behind on the 18-point lets black hit with 6s and 1s, two numbers he can't re-enter with. For this reason it comes in 2nd.

18/16* 18/15	5
18/16* 16/13	4 A

07) 32: 18/16* 16/13 42: 25/23 6/2

It matters not what black does, he's going to be doubled out. Both players make the correct decision.

08) Doubles to 2 Drops
White wins 1 point

Game 15

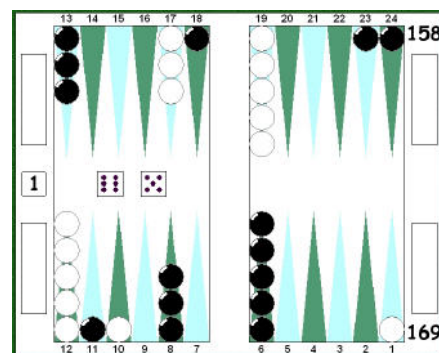
Kazaross (w) : 7 Meyburg (b) : 16

01) 32: 13/10 13/11

Personally I try to avoid playing a checker to my 10-point; it gives my opponent good 9s. 5/4 or 6/3 aren't that good a roll, but when it hits on the 10-point they are!

The equity difference is negligible: 13/11 13/10, +0.0053; 24/21 13/11, +0.0052, but when you are hit back it's a pain in the arse!

02) 54: 24/15* Ouch! 62: 25/23 24/18



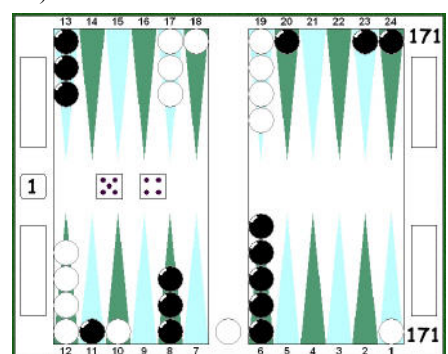
??? White to play 65

Generally it's correct to put two in the air - and this is no exception. Hitting loose on the 2- or 1-point isn't a problem at the moment. Black's one-point board is no deterrent. However, if you double-hit by playing 8/2* 6/1* then you're missing the point of two in the air - it's got to be done with the minimum number of return shots.

Of the two rolls that do the business, playing just one checker, 13/7* 7/2* misses out by not having an extra builder to help make another home-board point or cover the blot. 13/7* 6/1* does this. The blot/builder on the 7-point is a great asset and for this reason gains maximum points.

13/7* 6/1*	5 A
13/7* 7/2*	4
15/10 13/7*	2
8/2* 6/1*	-5

03) 65: 13/7* 6/1* 51: 25/20 25/24*



??? White to play 54

Look upon this position as a battle for the 5-points. Do you make black's 5-point by playing 25/20 24/20? Or do you try to stop him making yours by hitting 7/2* 25/21?

Really it should be straight forward: go for the advanced anchor. The odds are that on his next roll black is going to either make your 5-point or hit your bar-point blot (what a builder he turned out to be!) or even do both; and if he doesn't do



that he can always hit your blot on his 10-point. In fact only one roll, double-fours, out of thirty-six doesn't hit white. In which case, an advanced anchor could prove very useful.

25/20 24/20 5
25/21 7/2* 3 A

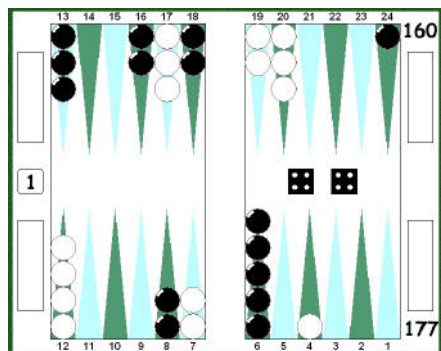
04) 54: 25/21 7/2* 21: 25/23* 11/10*
 05) 11: 25/24(2) 6/5* (2)

A good roll off the bar.

54: 25/21 23/18
 06) 65: 21/15* 15/10 52: 25/18
 07) 53: 10/5 24/21 54: 21/16 8/4*
 08) 42: 25/21* 24/22 54: 25/16

A good blocking move.

09) 64: 24/18 22/18



??? Black to play 44

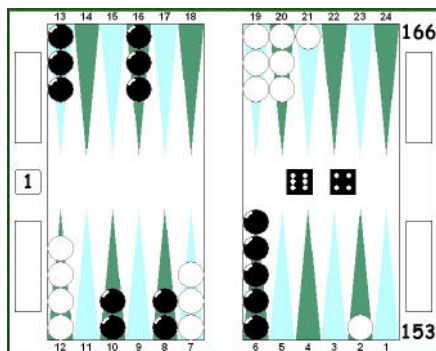
Hitting 8/4*(2) is correct, and it features in Snowie's top three moves - but black eschews this play and goes for 18/10(2) and doesn't hit at all. I can see the merit in playing 18/10, it brings checkers round without any danger and is a good block for white's checkers on the black bar-point; but at the moment white doesn't have a home-board and now he's presented with the opportunity to make two of them and at the same time place black on the bar. Playing 8/4*(2) 6/2(2) is Snowie's best by a long chalk. The next closest, 8/4*(2) 13/9(2) is worse off by -0.080. Even moving 18/14 is marginally better than not hitting at all.

8/4*(2) 6/2(2) 5
 8/4*(2) 13/9(2) 3
 8/4*(2) 18/14(2) 3
18/10(2) 3 A

44: 18/10 18/10
 10) 31: 21/18 8/7 62: 24/18* 18/16

With black's one-point board the slot was worth the risk.

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

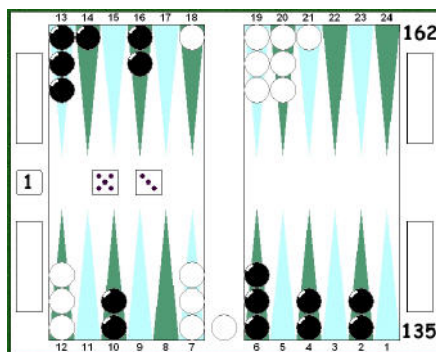


??? Black to play 64

Most players would point on the 2-point without hesitation - me included; and we'd be wrong! It would be an error to break of the 8-point at the moment. Snowie advocates a loose hit, 6/2* (duplicating 2s for black) with 16/10. Very close behind this is the surprising, 16/10 13/9 slot! Again, perhaps the duplication of 2s is a factor, but it is 0.022 better than pointing on the 2-point!

16/10 6/2* 5
 16/10 13/9 5
8/2* 6/2 4 A
 16/6 3

64: 8/2* 6/2
 12) 64: 25/21 13/7 22: 16/14 8/4* 6/4



??? White to play 53

I jumped right here along with white and made the 4-point - which seemed reasonable to me; but not to Snowie. He relegated this move into 3rd place; or last place if you know anything at all about backgammon.

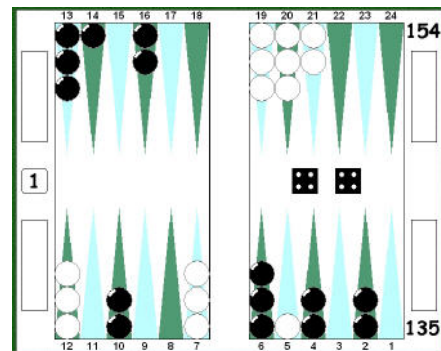
I can see that white needs to get a hit if he's going to win the game and I suppose that by coming in 25/20 gives white fewer chances of that hit.

So, if it's correct to re-enter 25/22 then you're left with two sensible 5s, 13/8 or 18/13. By a fair margin Snowie goes for the

former even though it strips the mid-point to the bone. It certainly gives good home-board point making rolls, but that's about all.

25/22 13/8 5
 25/22 18/13 3
25/20 7/4 2 A

13) 53: 25/20 7/4



??? Black to 44

One of the hardest things to do in backgammon is to resist the hit, especially if in doing so you can point as well. White played 13/5*(2) which Snowie pushed into 2nd place - or to put it another way, last! Why last? Well, apart from the best move of 14/10 13/9(2) the 3rd move had an equity of -0.396; and the actual move one of -0.076; a wide gap between 2nd and 3rd!

Some might see white's play as bold; some might see it as reckless. The cost of placing white on the bar is eleven return shots off it. After moving the double-four, 14/10 13/9(3), black will be ahead 35 pips in the race (worth approx. four rolls) so there's no need to take any risks at all. The white blot on the 5-point will be under threat from nine pointing rolls next time and because of this white will be moving it sharpish.

14/10 13/9(3) 5
13/5*(2) 3 A

44: 13/5* (2)

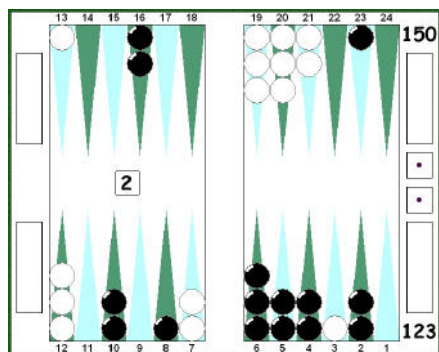
14) 63: 25/22 18/12*



Black rolls one of his eleven shots and hits. Told you so! This hit took him from game favourite at 68.5% to under-dog at 48.4%.

62: 25/23 14/8

Still in trouble, black faces a cube decision . . .



??? White cube action?

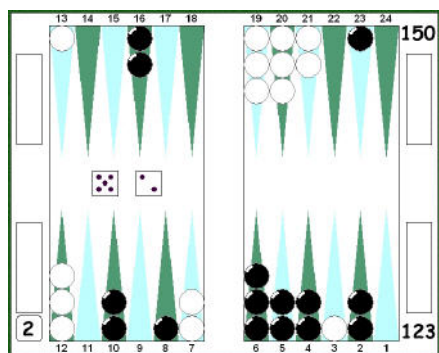
OK, your options are:

- Double, drop
- No Double
- Double, take

Although white is on roll he is 27 pips behind in the race. He's threatening to hit black on black's 8-point but he only has a three-board at the moment. This is not a double and is an easy take for black; he has a good home-board, well placed points and a good racing lead. Black's take lost white 0.153 equity.

No Double	5
Double, take	4 A
Double, drop	-5

15) Doubles to 2 Takes



??? White to play 52

If any of you didn't hit, 22/17*, then close this Bibafax, sell your board and take up something else because backgammon isn't your game. However, you won't get points for any old 22/17*; it all depends upon what you do with the 2.

If you're as good as Snowie you'd have

played it cleverly with 12/10 and given yourself a good double-four if it comes out; in addition to obeying the old maxim, 'nearest-safest'. Not so clever was white's play of 6/4; it was 2nd. I'll give points for playing 13/11; a bold play that duplicates 2s and 3s; but any other move with the 2 and it's minus points.

22/17* 12/10	5
22/17* 6/4	4 A
22/17* 13/11	3
All other plays	-2

16) 52: 22/17* 6/4
33: 25/22 16/13* 16/10

See, if you'd gotten closer you'd have been a bit safer!

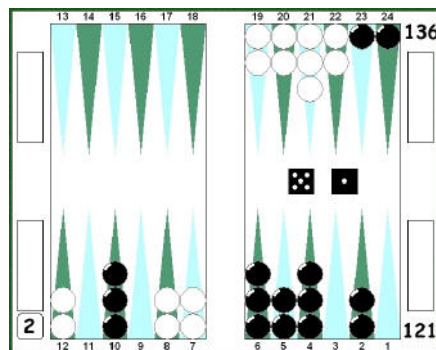
17) 32: 25/22 5/3*

White is forced into attacking and must now regret giving away the cube.

18) 51: 22/17 4/3
41: 25/24 13/9

A good roll and move for white. It puts him back into the driving seat. Almost makes the cube worthwhile.

19) 54: 13/4
32: 9/4

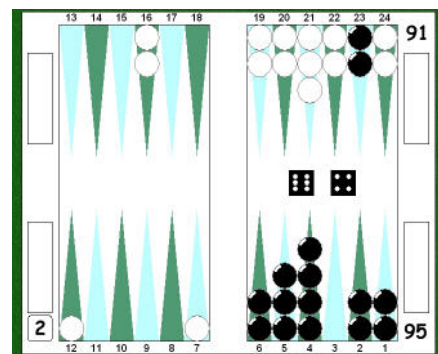


??? Black to play 51

The pure play of 24/23 10/5 is the best move here, even if it is just by 0.012. White moved a runner 24/18; but it's too risky and is asking for trouble.

24/23 10/5	5
24/18	4 A
24/23 6/1	2

20) 64: 13/7* 7/3	51: 24/18
21) 63: 17/11 17/14	54: Dances
22) 31: 13/10 11/10	62: 25/23 10/4
23) 32: 4/1 3/1	41: 6/1
24) 51: 14/9 10/9	61: 10/4 10/9
25) 65: 10/4 18/13	43: 9/5 4/1



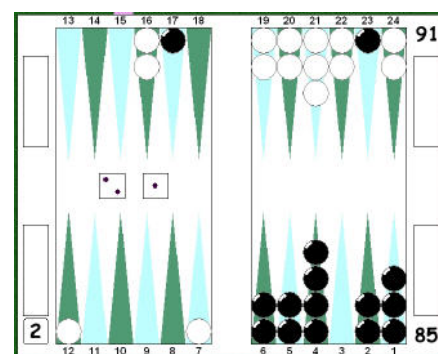
??? Black to play 64

Right, here's an easy one for you, just three possible moves and one of those is a bit silly.

Black decided that he'd be just a tad silly and play the 6, 23/17 and leave it there and move 5/1 to complete the move; Snowie 2nd with -0.059. It could have been worse, he could have played 23/17 6/2 and ended up with -0.246! Of course, the smart play was to run all the way with 23/13.

23/13	5
23/17 5/1	3 A
23/17 6/2	-3

64: 23/17 5/1



??? White to play 21

Well, the double-hit is tempting - but is it worth the risk? Eleven (30.6%) of black's rolls are going to hit on the 2-point blot; and if it's double-two, white's remaining blots could be hoovered up. Usually two in the air is OK, but in this instance (Snowie 2nd at -0.027) it's better to be safe than sorry and play the simple 'pick & pass', 9/8* 8/6.

8/8* 8/9	5
9/8* 4/2*	3 A
9/8* 13/11	2
9/8* 18/16	1

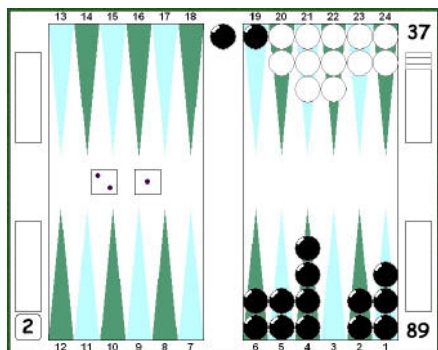
26) 21: 4/2* 9/8* 51: Dance

Well, the double-hit's paid off - now to cover the blot . . .



27) 64: 8/2 9/5
 28) 31: 18/15 13/12
 29) 33: 15/6 12/9
 30) 32: 9/4
 31) 62: 6/0 5/3
 32) 33: 6/0 6/0

Closed out
 Closed out
 Closed out
 Closed out
 Closed out
 63: 25/19



??? White to play 21

Trailing 7-16 in a 21 point match, white would like to get a gammon here; but if he takes 3/0 and leaves five checkers on his two highest points he'll be leaving three rolls, 66 55 and 44, that might let

black have a shot at him. Is it worth taking a checker off or is it better to play safe with 4/1 or even 4/2 3/2 or even 5/3 5/4?

Well, if it's a gammon you want then it's got to be 3/0. This play returns 32.4% gammons; the other plays in the order shown return, 27.1%, 27.1% and 24%.

3/0
 4/1
 4/2 3/2
 5/3 5/4

5 A
 3
 3
 2

33) 21: 3/0 62: 25/17

Black re-enters on his very next roll and white's gammon chances now plummet to 14.1%

34) 31: 3/0 1/0 65: 17/11 19/14
 35) 33: 5/2(2) 4/1 3/0 64: 11/5 14/10
 36) 32: 4/1 2/0
White wins 2 points

Kazaross : 9

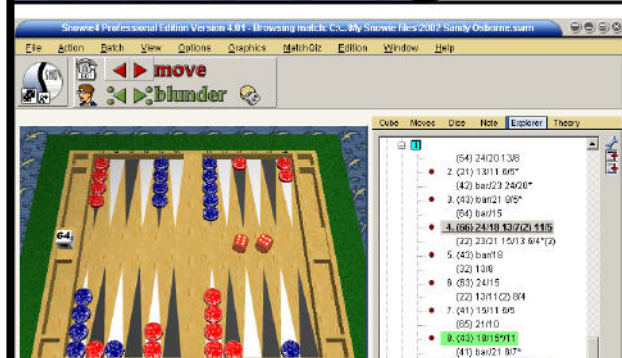
Meyburg : 16

So, how good was your backgammon? Check it out below:

90	You are Neil Kazaross
80-89	You are Michael Meyburg
70-79	You are very good
60-69	You are good
50-59	You are not far off good
40-49	You are not very good
30-39	You might be good one day
20-29	You need to study more
10-19	You need to study
- to 9	You are wasting your time

**Not satisfied with your score in How Good is Your Backgammon?
 Perhaps you need the expert assistance of Snowie.**

If your game doesn't improve I'll eat my hat. So, what are you waiting for?



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Jarvis Trophy

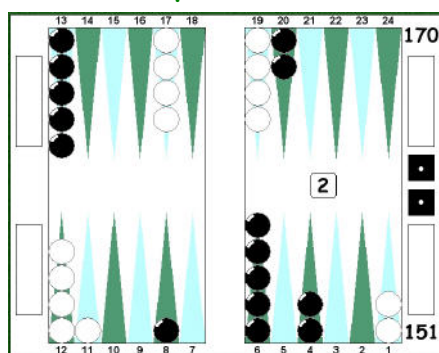
Report by Michael Crane

Main (14-28)

Normally, when Martin Hemming wins 3-3 on the Saturday he does the reverse on the Sunday! However, on this occasion he made an exception. It might be because he was first out in the poker on Saturday night, or perhaps it was his turn? Who knows? What we do know is that he sat down late Sunday afternoon to face Lawrence Powell in the 6th Round, Martin on 5-5 and Lawrence on 4-5; Martin being the only player to be on five wins out of five.

The match drifted along quite evenly, up until 6-5 they hadn't been more than one point apart. It was during this game, the 9th that Martin shipped across the cube on his second roll!

11 point match

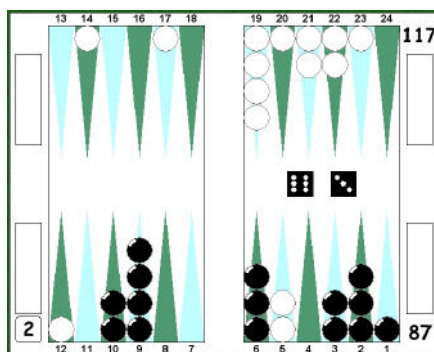


Martin 6 Lawrence 5
Martin, black, cubes!

It is certainly too early to cube and an easy take for Lawrence. Although it's not a blunder, it is an error, but from here on the game then goes all Martin's way. By his 10th roll he had Lawrence on the bar with two checkers facing a 5-prime from the 6-point to the 2-point, with a white checker trembling on the 1-point. Soon that checker is dancing with its mates on the bar and Martin streaks ahead in the race. Eventually Lawrence enters with *The Girls*, but it's too late and he scampers home trying to save the gammon. He doesn't and Martin goes 10-5 up, Crawford; a game he is unable to win. He then drops a cube and the score shifts to 10-7 in Game 12.

During the 12th Game, when bearing in against opposition, Martin made three contentious plays which were the topic of much discussion. Lawrence was waiting for a hit and Martin presented him with a

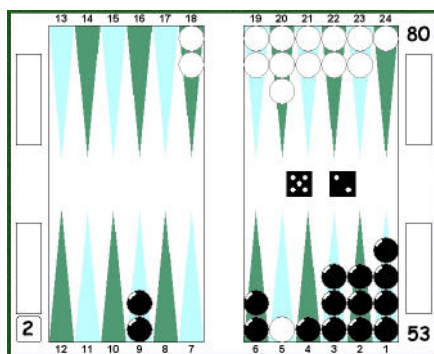
shot on two separate occasions; and, while Lawrence was on the bar, Martin left himself open to two rolls which could have left a hit once again for Lawrence who had a closed home-board.



Black 10 White 7
Black to play 63

Thirty pips up in the race and all Martin needs to do now is stay out of trouble. Lawrence has an advanced anchor, and if Martin can negotiate these two without getting hit then he's almost certainly won. So why did Martin do this? He moves 10/1 and covers his 1-point and leaves a blot just five pips away! The only 5 that won't hit is 51 (5.55%) which leaves thirteen rolls that do hit; approx 36%. Playing two off the 9-point was by far a better move. However, Lawrence obliged by rolling the one five-roll that couldn't hit - 51!

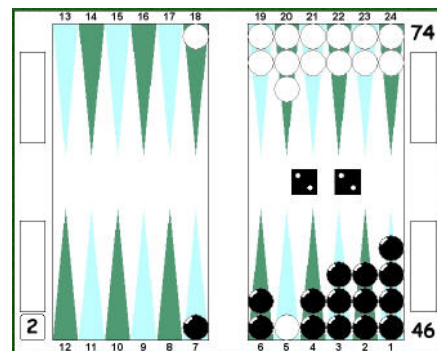
A little later on Lawrence has fled with one checker and Martin is in this position:



Black to play 52

Logically moving off the 5-point is the safest move - and by a very large margin indeed. So why does Martin play both off the 9-point, 9/4 9/7 and leave a blot? Lawrence has got a full prime and if he hits this blot (eleven rolls, 30.5% of the time) he's going to become favourite to win the game. Lawrence isn't the 2006 Sportsman for nothing; for a second time he misses the blot, showing just what a nice chap he is!

Martin then rolls a good double-two:



Black to play 22

Quite correctly he does the 'pick & pass' 7/5* 5/3; but then he carries on to the 1-point, 3/1 and then takes off 2/0. It's not a massive blunder like the previous two moves but it is an error. He's now given himself 61 and 51 to leave Lawrence yet another chance to take the game. He should have cleared his 6-point and let Lawrence escape. With a racing lead of 41 pips after this move - which equates to approx four rolls - he's 98% favourite to win. No need to take any chances whatsoever.

As it turns out, he doesn't roll 61 or 51 and isn't hit. Double-six followed by double-four bring Lawrence right back into the game in the bearoff but he is unable to win the game.

So, Martin breaks his run of poor Sunday results and is the Jarvis Trophy winner. Meanwhile, looking for 2nd place and 5-6 were Myke Wignall, Jeff Barber and Stephen Drake. Myke and Jeff made it to 5-6 but on the tie-break of opponents' average ranking score, it was Myke that took the runner-up position, leaving Jeff in 3rd place.

Being the generous chap that he is, Martin decided that he'd not enter the **Winner-Takes-All** prize fund and so there's a little rollover of £165 waiting in the cash-box for the Slattery Scottish open in March. Thank you, Martin!

Consolation (14-28)

Three entrants were vying for 1st and 2nd: Chris Gibbins, Adrian Jones and Matthew Fisher. The first two prevailed and the 1st place went to Chris on the tie-break; leaving Matthew in 2nd place.

Friday Warm-up (8)

With two Gilbertson's and a Slattery in the field it was a safe bet that at least one of them would end up in the final - and they did; Slats faced John Gilbertson. Slats came out on top and left John in 2nd place.



£50 Jackpot (8)

As seems the custom nowadays, the final pair decided to split the pot between them; so Nicky Check and Chris Ternel shared it and came Joint 1st.

Poker (9)

I sat and watched the poker, from start to finish - I am considering taking part and wanted to see how it was done. I thought I'd watch Martin, but he let me down by going out 1st! Myke 'Mad Mullah' Wignall was his usual bluffing self, getting

into the last four, accompanying him were Rosey and brother John, and Chris Gibbins. After a little negotiation for a payout on 4th place, it was Chris that next left the table. Then John went out leaving Myke and Rosey, head-to-head. True to form, Mad Mullah came out the winner; but once again, two Gilbertsons (out of two) made it into the last three!

This second win in the poker places Myke firmly at the top of the Grand Prix points.

Finally

It wasn't a great turnout, but it was a great tournament and an even greater return to Hilton, Coventry. I usually get no end of moans and groan from members, but this time it was the opposite - everyone said it was a great hotel and they all enjoyed it. Myke summed it up for the 'old hands' when he said that it felt like coming home . . . and it did.



Martin and Myke



Adrian and Chris

Match detailed statistics		
Player	Hemming	Powell
Rating	beginner	advanced
Overall	15.320/67.165	6.972/26.623
Errors(blunders)	50(17)	24(6)
Checker play errors		
Checker play	10.238/48.653	5.555/23.220
Errors(blunders)	41(13)	20(3)
Double errors		
Overall	0.840/1.873	0.493/1.113
Missed double	0.738/1.585	0.155/0.385
Wrong double	0.102/0.288	0.338/0.728
Errors(blunders)	5(1)	2(1)
Take errors		
Overall	4.241/16.638	0.924/2.290
Wrong take	0.240/1.556	0.430/0.973
Wrong pass	4.001/15.082	0.494/1.317
Errors(blunders)	4(3)	2(2)
Lawrence Powell was 90.54% - 9.46% favourite		

Play65 2006 British Open



1 & 2 April



How Good is a One Point Board? Asks Sean Williams

Breezy tournament. 4th Round of the Main.

This position is taken from the recent Bright 'n'

There is no denying that fanning twice on a one-point board is unfortunate (1295-1).

And White was right - the double is technically incorrect.

But not for the reason he imagined...

Black is winning the race by 47 pips. Black has just one man back. Black has four direct builders for the 5-point and three for the 4-point. Black has no bad rolls next time with the majority of his rolls making a new inner-board point.

White has not developed his position at all. He has no offensive structure. White has two men on the bar and will not be favourite to bring them both in against Black's likely 2-point board. Without doubles White will be unable to improve his structure even if he does bring both men in. White has four men back.

White gets no value at all from cube ownership at this score. He also gets no value from gammons (but has very few here anyway).

What is White's take point?

- White can drop for 50% winning chances.
- White can take and win for 100% winning chances.
- White can take and lose a single game for 32% winning chances.
- White can take and lose a gammon for 0% winning chances.

From the opening position just under 27% games end in a gammon win. In this position White has the defensive one-

point anchor which will prevent a close-out but he also has four men back rather than two and he has two checkers on the bar.

It seems reasonable for Black to assume that about a third of his wins will be gammons.

One third of the way between 32% (lose a single game) and 0% (lose a gammon) is approximately 20%.

White is risking 30% to gain 50%, giving White a take point of roughly 37.5%.

This is significantly higher than for money, principally because White has no possible re-cube at this match score.

The position is a very close take/drop decision for money. At the match score it is a monster drop and the double is technically wrong - Black should play on for the un-doubled gammon win. Of course if there is a reasonable chance (5%) that your opponent will take then the double is correct.

How good is a one-point board? In this position, at this score, it is too good!

Cube analysis

Rollout cubeless MWC 46.53%
(Money: +0.595)

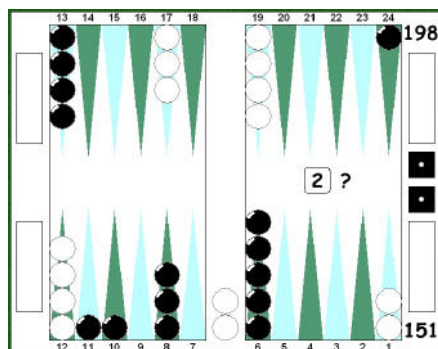
Cubeful equities:

No double	50.16%	
Double, take	53.25%	(+3.09%)
Double, pass	50.00%	(-0.16%)

Proper cube action: Too good to double, pass (5.0%)

Continued below . . .

11 point match



Black 8 White 9
Black cube action?

The game is just five rolls old...

White

- 1) 21: 13/11 6/5
- 2) 66:
- 3) 66:

Black

- 42: 24/20* 13/11
- 64: 20/14* 14/10

Black doubled. White took.

A few rolls later White had four men stuck behind a five-point inner board prime and was complaining bitterly. "First I fan twice then you offer a dodgy double with your one-point board".

The double caused some discussion after the game with a majority of spectators agreeing that Black's double was premature.

Rollout details

Centred 1-cube:

Win	Win Gammon	Win Backgammon	Lose	Lose Gammon	Lose Backgammon	Cubeless Winning Chances	Cubeful Winning Chances
0.567	0.309	0.044	0.343	0.067	0.005	46.53%	50.16%

Player White owns 2-cube:

Win	Win Gammon	Win Backgammon	Lose	Lose Gammon	Lose Backgammon	Cubeless Winning Chances	Cubeful Winning Chances
0.636	0.311	0.163	0.364	0.075	0.011	53.25%	53.25%

Full cubeful rollout with variance reduction.

Founded in 2001 in Beverly Hills / California,
WBA - WORLD BACKGAMMON ASSOCI-
ATION is dedicated to the game of
Backgammon

WBA is pleased to host 4 to 6 added
prize tournaments in 2006, including
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Oostende with €15,000 added
- 2nd European Doubles Championships and
4th Lucien Barriere Open held in Enghien- " ... we love the game ... "
les-Bains (Paris), France, October 24-29
with €50,000 added (the biggest added of the circuit)



More to be announced soon. Check our web site for the latest details:
www.world-backgammon-association.com

I have been taking a
very close look at the
rules and procedures,
especially those that apply to the use of clocks. I have
never been happy with 'clockgammon', the use of clock
tactics to win a game or match. Applying penalty points
and extra time really defeats the reason for a clock
- to ensure a game ends at or near to an appointed
time. Also, the anomalies regarding doubling and
double-match point are complicated to say the least.

I have purchased some new, programmable clocks
that allow a set amount of time per move plus a
reserve of time that is sufficient to keep to a
reasonable time frame. At all future Biba tourna-
ments only this type of clock will be allowed.
There are a few reserved for sale so that players might
practice with them. Clocks cost £30 each plus £5 p&p.

Biba Rules Changes



The new Clock Rules and revised Full Rules & Procedures can be read on the following pages

Biba Clock Rules 2006

Full Biba Rules are to be used unless they are altered in these Clock Rules. Alterations will relate to the relevant Full Rule No.

Issuance of clocks

At the discretion of the Director, clocks that allocate a set time per move and time in reserve will be issued purely as a means to complete a match within the time allowed. Opponents who suspect slow play can request a clock only for timing purposes and not to gain an advantage.

Time Allowances

The Director shall place on each player's clock 12 seconds per move plus a reserve of 2 minutes for each point needed to complete a new match. The reserve time is only used when a player exceeds 12 seconds per move. For matches already started the reserve will be reduced by 1 minute for every point scored by both players.

Stopping the clocks

A player stops both clocks

- (a) to start a new game,
- (b) to offer a concession,
- (c) to announce their intention to take an authorized break in the match*,
- (d) to retrieve fallen dice,
- (e) to contest an opponent's action, or
- (f) to summon the Director.

* Prior to each break both players are to record the reserve clock times upon the score-card.

Time Expiration

When a player's time reserve is exhausted they have lost the match unless they are at match point* and in a position where it is mathematically impossible for an opponent to win or save a gammon or backgammon, thus saving the match.

* Gammons and backgammons, where possible, will count (x cube value) for players at a score that such points won, would win them the match.

3.3 - Either player may demand a mixing of the dice prior to the start of any game. The demanding player shakes and rolls all four dice then each selects one die each. The remaining two dice are placed off the board.

4.5 - With notice to the opponent the player may reposition the dice on the playing surface to facilitate the moving of checkers. Each player signals the end of their turn by hitting the clock with the same hand used in moving, leaving the dice in place on the board. The turn then passes to the opponent. A player who has no legal checker moves (e.g. closed out on the bar) is not required to roll the dice but still must continue hitting the clock during which time they can use the doubling cube or assess the position before hitting the clock and ending their turn.

4.6 - A player who picks up the dice before the opponent has hit the clock thus concluding their turn will forfeit their 12 seconds per move allowance. The player on turn stops both clocks and summons the Director to claim the time penalty unless both players agree to accept it. The penalised player cannot roll their dice until their 12 seconds have elapsed, after which the game continues as normal.

4.8 - Upon drawing attention to an illegal move the player may condone it or demand that the full roll be played legally. Time taken to decide upon making an opponent play a legal move is at the expense of the player making the decision. If it is demanded that the move be played legally, then the clock is hit and the legal move is played. An illegal move is condoned by the opponent rolling their own dice or turning the cube.

4.9 - Games must be rolled to completion unless ended by a pass of a double or redouble, or conceded as single game, gammon or backgammon losses where it is mathematically impossible for an opponent to win or save a gammon or backgammon. Any player may seek to, or offer to, concede only after completing their turn and then stopping both clocks. To accept a concession, opponent says "accept" and resets the board for a new game. To reject a concession, opponent says "reject" and summons the Director to adjudicate. Non-adherence may lead to disqualification of one or both players, and result in the loss of all and any claims to prize money, prizes, trophies and any form of remuneration.

5.4 - Players may only double when it is their turn to roll and must do so before rolling, (cocked dice are deemed "rolling" dice). To offer a double or redouble move the cube towards the opponent at the higher level saying clearly, "double" or similar and start your opponent's clock. To take, draw the cube towards oneself and say, "take" or similar, placing the cube on your side of the board, and start your opponent's clock. Both players should ensure that the correct level is displayed. To reject the cube one says, "pass" or "drop" and the game is concluded and the clocks reset. Care should be exercised when handling the cube as either verbal or physical acts might be interpreted as cube actions by an opponent.

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Biba Tournament Rules & Procedures

1.0 Properties

1.1 Interpretation: The Tournament Rules & Procedures cannot, and should not, regulate all possible situations that may arise during a game. No set of rules should deprive the Director of his freedom of judgement and prevent him from finding the solution dictated by fairness and compatible with the circumstances of a particular case.

1.2 Scope: Except where otherwise specified, the commonly accepted rules of backgammon apply.

1.3 Staff: The Director shall be Michael Crane or others appointed by him.

1.4 Entries: All entries are subject to the Director's approval.

1.5 Aids: Once a match is in progress, neither player may use mechanical or written aids except to keep score, or record matches. Headphones can only be worn if opponent agrees.

1.6 Language: The official tournament language is English. Speech in any other language will not be permitted at any time between players and/or spectators whilst a match is in progress.

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 but have the right to report cheating to the Director (Rule 6.2). Players may request the Director to bar any spectator without reason. With proof of cheating or signaling between a player and spectator(s), all parties will be disqualified from the tournament, and banned from all the playing areas losing any claims to prizes etc.

1.8 Match Recording: Players may record their own matches either with pen and paper or video camera as long as the method used is unobtrusive and does not interfere with the playing of the game. BIBA reserves the right to record matches of its choice.

1.9 Code of Behaviour: The organiser will not brook bad behaviour. Any player deemed guilty of such may be barred from the tournament losing all and any claims to prizes etc.

2.0 Regulations

2.1 Place: All matches to be played in areas agreed by the Director. Any player missing from the main playing room when called out in the draw shall incur the first penalty point after an absence of 5 minutes from the start of the match unless they are absent with the Director's permission.

2.2 Time: Matches shall start promptly at the appointed time. Three 5-minute recesses only are allowed per 11-point match. Players must use their breaks at the same time.

2.3 Penalty Points: Penalty points will be awarded against latecomers and absentees at the rate of one per five minutes late, the first point being awarded 5 minutes after the appointed starting time. When the total of penalty points amount to more

than 50% of the total points to win the match the absent player shall forfeit the match.

2.4 Slow Play: Players are expected to play at a reasonable pace. If, in the Director's opinion a match is not progressing at a reasonable pace a warning may be given. If slow play continues the Director can either award penalty points or issue clocks in accordance with BIBA Clock Rules. The Director's decision is final.

2.5 Monitors: The Director may appoint a monitor to observe a match on his own initiative or at the request of any player. The Monitor shall have full powers to protect each player from an opponent's irregularities.

3.0 Preliminaries

3.1 Equipment: Either player may demand that both use when available and approved by the Director, precision dice (over any others), and/or lipped cups or baffle boxes, 28" (max) wide boards. After the start of a match, equipment can only be changed by the Director. If playing space is restricted, boards greater than 28" wide may be barred from the main playing room.

3.2 Preferences: If necessary, the direction of play, equipment, choice of checker colour and seat location shall be decided by the roll of the highest die prior to the commencement of play.

3.3 Dice Either: player may demand a mixing of the dice prior to the start of any game. The demanding player shakes and rolls all four dice then each selects a die in turn.

4.0 Play Of The Game / Irregularities

4.1 Random Rolls: A legal roll consists of both dice being placed into the cup and shaken vigorously, side to side and up and down, before rolling simultaneously to the right of the bar. They are to be thrown from a discernible height and be seen to bounce and roll freely across the board.

4.2 Valid Rolls: Both dice must come to rest flat (not cocked) on the playing surface to the right of the bar; otherwise they must be rolled again. If any dice are projected off the board and subsequently land back on the board then the entire roll shall be deemed invalid and both dice must be rolled again.

4.3 Moving: Players should move clearly, using only one hand to play the checkers. Players shall re-enter any checker on the bar before moving any other checker. No player shall move any checkers during an opponent's turn. Deviations from proper moving procedure may result in an adverse ruling in cases of dispute.

4.4 Checker Handling: Checkers that have been hit must be kept on the bar pending re-entry. Checkers that have been borne off must be kept off the entire playing surface for the rest of the game. Failure to observe these procedures may result in an adverse ruling in any case of dispute or redress to an opponent harmed thereby.



4.5 Lifting Dice: Players conclude their turn by lifting either or both dice. With notice to the opponent the player may reposition the dice on the playing surface to facilitate the moving of checkers. After the player has lifted both of the dice the move can only be changed upon an opponent's demand to replay an illegal move.

4.6 Premature Action: All premature actions, (dice rolls or cube action), shall stand if otherwise valid. An opponent, who has yet to complete his turn or act upon the cube, may then do so with the foreknowledge of the premature roller's dice throw or cube action.

4.7 Error In Set-Up: An incorrect starting position must be corrected prior to the fifth roll of the game. The set-up thereafter becomes official. Players starting with less than fifteen checkers can still be gammoned or backgammoned.

4.8 Illegal Moves: Upon drawing attention to an illegal move the player may condone it or demand that the full roll be played legally. An illegal move is condoned by the opponent rolling their own dice or turning the cube.

4.9 Completion: Games must be rolled to completion unless ended by a pass of a double or redouble, or conceded as single game, gammon or backgammon losses where it is mathematically impossible for an opponent to win or save a gammon or backgammon. Any player may seek to, or offer to, concede only after completing their turn. To accept a concession, opponent says "accept" and resets the board for a new game. To reject a concession, opponent says "reject" and summons the Director to adjudicate. Non-adherence may lead to disqualification of one or both players, and result in the loss of all and any claims to prize money etc.

5.0 Scoring / Doubling

5.1 Keeping Score: Each player shall keep a running match score and compare it with the opponent's at the start of each game. It must clearly show each point won and be openly displayed for the opponent to check and verify. In the event of a scoring dispute the player not keeping score in accordance of the above will be at a disadvantage.

5.2 Cube Set-Up: It is the responsibility of both players to ensure that the cube is in the middle of the board and that the "64" face is showing at the start of every game. In the event of a dispute, current position and level of the cube will strongly affect the Director's ruling. The cube should be removed during the Crawford game only. (5.5 Crawford Rule)

5.3 Cube Rules: Gammons and backgammons shall count at all times. It is not necessary to double an opponent first to win a gammon or backgammon. Beavering is not allowed. Automatic doubles are not allowed.

5.4 Cube Handling: Players may only double when it is their turn to roll and must do so before rolling, (cocked dice are deemed "rolling" dice). To offer a double or redouble move the cube towards the opponent at the higher level saying clearly, "double" or similar. To take, draw the cube towards oneself and

say, "take" or similar, placing the cube on your side of the board. Both players should ensure that the correct level is displayed. To reject the cube one says, "pass" or "drop" and the game is concluded. Care should be exercised when handling the cube as either verbal or physical acts might be interpreted as cube actions by an opponent.

5.5 Crawford Rule: The Crawford Rule will apply to all matches. When a player reaches match point, the cube cannot be used by either player for that one game and should be removed from the board for this one game only. Use of the cube will not be recognised if any player doubles during the Crawford game. Spectators must report any such use to the Director. In any subsequent games the cube should be replaced on the board and can be used prior to any legal throw, except the opening roll. (5.2 Cube SetUp).

5.6 Score Result: The final score should be reported to the Director or someone appointed by him, by the winner immediately upon completion of the match. It is the winner's responsibility to check that the correct result is recorded and posted. In the eventuality of an incorrect result being posted, the Director shall decide what corrections, if any, can or will be made.

5.7 Swiss Tie-Breaker: In Swiss format events the tie-break for positions will be the average ranking score of your opponents. However, the tie-breaker for those players on most wins - typically 1st to 3rd - will be head-to-head encounters first, and then average ranking scores if needed. If an opponent fails to play all six matches the average won't be affected by their dropping out. Players that drop out before completing the required six rounds will have their position decided by dividing their opponents' ranking scores by six instead of the actual number of matches played.

6.0 Contentions

6.1 Disputes: When a dispute arises, both players must leave dice, checkers, cube and score-sheet unchanged while the Director is summoned. Violations in this area by either player are most serious and create a presumption in favour of the opponent.

6.2 Testimony: Any player may argue issues of fact or rule. Spectators, except to report cheating, testify only at the Director's request. Spectators are required to report any suspected cheating, collusion or faulty equipment directly to a tournament official and not to the players involved.

6.3 Appeals: A player may appeal against the Director's ruling but must do so promptly, while timely redress may be obtained. To resolve an appeal, the Director shall convene a committee of three knowledgeable and disinterested players who shall hear the testimony from any witnesses, and all relevant arguments from both parties as reported by the Director; and may overturn the Director's ruling by a unanimous vote. In order to ensure a fair decision the two players involved will be kept secret from the committee to prevent a biased opinion. The committee's decision is final and thus exhausts the right to appeal.

Hotel Accommodation - Rooms to let?

Too often, too many of you leave booking a room at the hotel too late and then miss out if the hotel is full. It's always a good idea to reserve a room and, if you can't take it up nearer the time, you can either cancel it via the hotel (they might make a small charge) or you can tell members about a room you're willing to let them have.

I have set up for Biba members a topic on the Biba Backgammon Forum at: <http://bibabackgammon.proboards57.com/index.cgi> to help out. If anyone does find a room to 'let' on this forum they will have to inform me about the change of name and I'll square it with the hotel. Please don't try and do it yourselves unless you can't contact me (holidays or something). To inform me of any changes email me on roomchanges@backgammon-biba.co.uk



Stuart's da Mann at 4th Cotswolds Report by Martin Hemming

A total of 41 backgammon players gathered at the Crown Inn Hotel, Blockley, Gloucestershire for the 4th Cotswold Fireside Backgammon and Poker tournament on the weekend of 27th-29th January, most arriving on Friday night to enjoy an evening of jackpots, chouettes and poker. Joining the Cotswold regulars (Julian Fetterlein, Tony Lee, John Slattery, Rosey Bensley, John Hurst and John Broomfield were maintaining their 100% attendance record) were debutantes including Nigel Merrigan, Peter Bennet, Brian Lever and Mike Heard, ensuring that this was possibly the strongest field ever seen at the event.

Friday night is usually satellite qualifier night in the Cotswolds, but many in the Championship flight had prepaid their entry fee to secure a place among the limited field of 32, and this reduced interest in satellite qualifiers this year. An 8-player jackpot field was assembled, however (largely thanks to Ian Tarr's efforts), and won by Peter Bennet, who overcame Mike Heard in the final. PJB had a good weekend in the jackpots: he also shared the Saturday night prize with Mardi Ohannessian.

Poker has always been an integral part of the Cotswolds event and this time the first of 3 Texas Hold'em tournaments was played after dinner on Friday night. Almost 5 hours of play finally produced a winner from the 21 starters in the form of Jay (sorry, I never got your surname!), the partner of Leanne Myers who was present for the intermediate backgammon.

The intermediate backgammon tournament, newly introduced this year, attracted 9 players who were organised in a round-robin tournament of 8 x 7pt matches each during the course of the weekend. It was pleasing that all contestants completed their schedule, everyone tasted victory at least twice, and Alison Lee (6 wins) came through as Intermediate Champ, with Liz Barker (who also had 6 wins but who lost her encounter with Alison) taking runner up spot. Jo Curl made a gallant effort to catch them on the last day but a loss in her final match with Paul Myers left her in third place on 5 wins from 8 matches.

Saturday morning saw attention switch to the main event, and proceedings kicked off with an auction of 6 groups of players conducted in his inimitable anti-style by master auctioneer Dod Davies, who raised the tidy sum of £530.

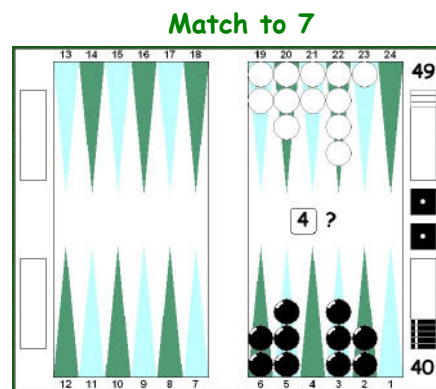
The draw for the usual best of three 7pt match main flight threw up a number of intriguing encounters: John Slattery was paired with Brian Lever (Slatts came through only to encounter Julian Fetterlein in round two!); John Broomfield with Martin Barkwill (MrBarkers prevailing) and Mike Heard played Chris Ternel (Chris taking the honours).

Other high-profile first round casualties included Peter Bennet (who succumbed to Roland Herrera), last year's Consolation winner Mike Greenleaf (who lost to Mardi Ohannessian), and 2003 Cotswold Champ Tony Lee (who missed out to Ian Tarr).

The starred match in the second round was that between 2004 Cotswold champ John Slattery and the man who succeeded him to the title, Julian Fetterlein. Julian emerged the winner and went on to face Stuart Mann, another redoubtable opponent, in the quarter-finals. The full lineup read:

Fetterlein v Mann
Martin Barkwill v David Fall
John Hurst v Dod Davies
Myke Wignall v Ian Tarr

The last-named player in each bracket prevailed, and by Sunday lunchtime we were ready for the semi-finals between Stuart Mann and Dave Fall, and Dod Davies and Ian Tarr. I managed to catch a crucial position in the deciding match of the Fetterlein-Mann encounter. Stuart (playing black) was leading 4-2 in the match to 7 and was holding a 2-cube when he managed to get ahead in the bear-off and was looking at a re-cube to 4 that could win him the match:



Score Black-White: 4-2
Stuart (B) on roll, cube action?

Stuart has borne 2 more men off than Julian, has nearly a 25% pip lead and is



on roll, but given that he has a dangerous gap on his 4-point and that he might be putting the match on the line with a recube when he could quietly play on for 6-2 Crawford ahead, does he have enough of an advantage to turn the cube?

Stuart thought that he did, and most on-lookers seemed to agree. The question was over whether Julian should take. After thinking long and hard Julian took the cube and Stuart rolled a middling 5-2, taking 2 men off. Julian recubed to 8, Stuart took and then saw Julian roll 3-3, taking 4 men off the 3-point. Despite this scare, Stuart rolled out to win the game and the match.

The subsequent analysis revealed that Stuart found an excellent cube here, giving Julian a very tough decision which, according to Snowie, he got wrong. Despite Stuart's nasty-looking gap, Julian's winning chances are only 13.8% in this game against the 15.7% he needed to justify the take.

Redouble, pass 1.000
No redouble 0.922 (-0.078)
Redouble, take 1.113 (+0.113)

Proper cube action: Redouble, pass

Saturday night is Poker night, and this year the main event was a £20 re-buy Texas hold'em no limit tournament. The early stages were characterised by frantic betting, raising and re-buying on one of the three tables, resulting in a huge pot, bigger than any played for before in a backgammon-related poker event.

At the freeze-out Andy Hemming (brother of your correspondent) had amassed a gigantic chip-pile and many thought he had the tournament in the bag. Some who had played Andy before, however, were glad all the chips were in a place where they were readily accessible, and one even laid evens that he would not reach the final table. That bet was lost as Andy made the last 8 with as many chips as his 7 rivals combined.

Andy was disappointed to finish in 4th place, although he did take £100 with him as a deal was struck to pay the last six left in the tournament. Andy's exit left Jo Curl with a short stack against Mr and Mrs Lee, a formidable prospect which was averted by the striking of another deal, which left Tony as the 2006 Cotswold Poker Champion and Alison as runner-up.

On Sunday morning the progressive Con-



Stuart da Mann

solation flight of single 11-point matches began to take shape, and the Last Chance (taking the form of an open 32-draw with one re-buy per player) commenced.

John Gilbertson lost to Mike Heard in the second round and eventually, after initially thinking he might head for home, decided to re-buy. He was glad he did, as he managed to get past Fanika Petkovska, Myke Wignall, Chris Ternel and Roland Herrera to reach the final. Waiting for him was Simonetta Herrera, who had come past Tony Lee, Richard Stevenson, Rosey Bensley and Mike Heard. Simon got to the final first, and with 2 in the last 3 the Herreras apparently negotiated a good deal on the £640 consolation pool. However it was John Gilbertson who took the Cotswold Last Chance winner's title.

The quality of the 4th Cotswold field was apparent from the quarter-final line-up in the Consolation which, after the losing main semi-finalists joined, read as follows:

Andrew Sarjeant v Peter Bennet
John Slattery v Mardi Ohannessian
Julian Fetterlein v John Hurst
Dave Fall v Dod Davies

Peter beat Andrew, Slatts beat Mardi, John beat Julian and Dod beat Dave, and it was Dod and Slatts who eventually made the final late on Sunday evening. At DMP they agreed a deal on the money and it was Dod who emerged from the shoot-out with the title of Cotswold Consolation Champion to go with the main runner's-up title achieved in his only

other appearance at this tournament in 2003.

So to the main final, the first ever national event final to be fought out between two players from the Bristol backgammon scene. That represents a major breakthrough for Bristol, which waited ages for one of its players to win a national tournament (Ed Turner's victory in the 2004 Brighton Breezy). Since then Stuart has tasted success on the national scene, but perhaps will only now get the full recognition he deserves for his keen study of the game and the quality of his play.

Ian confessed to being astounded by his march to the final, but his long-held position in the high 1600s in the BIBA rankings and his recent run to the final of a Bristol knockout tournament belie suggestions (mostly from Ian himself!) that his prowess is on the wane.

Ian started well in the final, going ahead to 4-1 and 6-3 Crawford in the first match before being pegged back by a relentless, determined and (on his own admission) fortunate Stuart. After the tension of the first match the second went by more quickly, and at the end of it Stuart emerged as Cotswold Fireside Champion of 2006.

Again, the best of 3 format proved popular with the players and it certainly, on present evidence, allows the cream to rise to the top. Just a reminder of the Cotswold Hall of Fame:

2003 Champion Tony Lee, Consolation winner John Hurst
2004 Champion John Slattery, Consolation winner Julian Fetterlein
2005 Champion Julian Fetterlein, Consolation winner Mike Greenleaf
2006 Champion Stuart Mann, Consolation winner Dod Davies

Postscript

Regular readers of Cotswold reports will know that my closing remarks have always congratulated the hotel management on looking after us and making our stay doing their utmost to make our stay a pleasant one. I very much look forward to resuming this tradition next year.

Splot!

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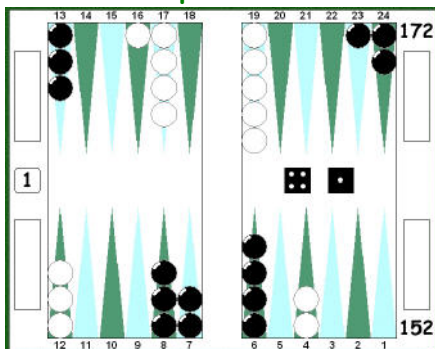
Back in July, at the request of Ilia Guzei, I put my collection of Splot problems together and sent it to him and Chuck Bower. As you may know, Chuck coined the term *Splot* to describe a play that both slots at the front and splits from the back. I would expand this definition to include any play that leaves you with the functional equivalent—that is, I feel a Splot is a product, not a process.

Splots don't feel right to us, because they do something we've all been conditioned to believe is wrong. Magriel recommended against it, and in general it's true that we don't want to leave ourselves weak in two areas of the board at the same time.

But as with all principles in backgammon, there are sure to be exceptions. (OK, make it "almost sure", in case somebody has already found one without any exceptions.)

Here are some Splots from my files:

Splot #1:



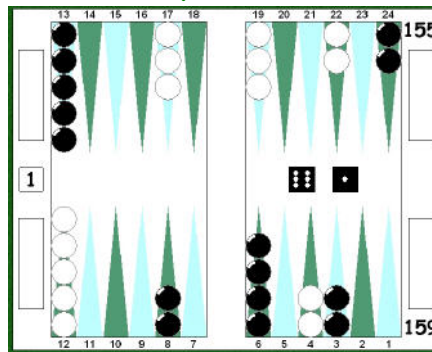
Black to play 41

Splot #1 is from a game I played on July 18, 2003, in an unlimited on Gamesgrid. I recognized that I needed to split, but after 24/20 I not only missed the "splot", I made the 23-point with the ace. 8/7 was second choice, not what I did.

The Splot has a lot going for it here. Strategically, it starts both five points, and takes the risk of doing so while the opponent's position is undeveloped on the offensive side. Tactically, it rolls one of the spares from the 6-point to the only place left for it to want to go, now that the opponent has the 22-anchor, and it also duplicates aces.



Splot #2:



Black to play 61

Splot #2 was from a game I played Sept. 19, 2003 against GGraccoon. I made the wrong Splot with the excessively dangerous 24/18, 6/5. Better was 13/7, 24/23.

The same tactical considerations apply here as in Splot #1, that is, unstacking of the 6 point to where its spares want to go, and the duplication of aces. However, the strategic elements are different since the split I made allows him to hit me outside, leaving fewer returns, and he's more dangerous because he has a point in his board.

Another way to see that the split to the bar-point is wrong here is to consider the opponent's strategic objectives. He has built his defense, and also started his board, but with a point that's a bit deep. This means he wants to bring spares down from midpoint to help him fill in the gaps on the five, four, and perhaps bar-points. My splitting to the bar allowed him to do work toward this goal more effectively. If I'd split to the 23-point instead, I'd have hindered him by giving myself more ways to hit checkers he brought down to his outer board.

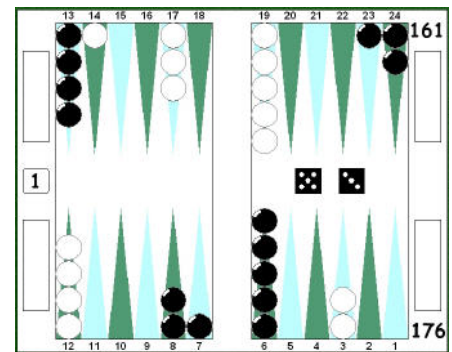
Splotting here is a good way to extract at least some opportunity from an otherwise anaemic roll.

Splot #3 came from a match I played on April 1, 2004 vs. an average player.

The right play here is the functional

equivalent of a Splot.

Splot #3:

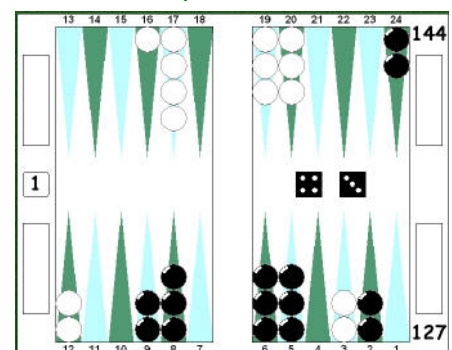


Black to play 53

You have the opportunity to hide the checker from the 7-point in combination with an obviously needed split, by playing 7/2, 24/23, but the 7/2 hide-the-blot play is so yucky that I looked around for something better. It's possible to Splot with 23/18, 7/4, which isn't unreasonable since unlike Splot #2, your opponent isn't anxious to hit you from the midpoint. This play would be better than hiding the blot with 7/2, but better yet is 13/8, 24/21, which fortunately I found and did.

The weakness of the 7/4 slot is apparent when you set it up and see what happens if it's missed. Unless you can cover with a 2 or in rare cases a 9 next roll, you will have to leave it again, hide it, or cover it with a 4, breaking your still-valuable 8-point. Also, if a hitting contest develops on his side of the board, this blot in your home becomes a liability. In contrast, the bar slot allows you to cover with either 6s or 1s, and isn't as likely to be hit if you send one of his checkers back on the next sequence.

Splot #4:



Black to play 43

Splot #4 was missed on June 10, 2005 against me by an excellent Danish player. I suppose I should have been unhappy that he lost a chance to not only to make a better play, but also to Look Really



Cool! But I didn't feel bad at all, why do you suppose that was? Did you think this game was free? (I did mention that the opponent was Danish, right?)

Black leads in the race, and can't afford to get hemmed in on the ace point, and finally be forced to run from it when my board is bigger. This means the 24/21 split is mandatory here, while I still have only a two point board. The 8/4 slot that accompanies it is strategically good because he needs the 4-point to have an effective cube against my anchor on his 22-point, and it also works tactically because of the ace duplication. Other than double 1s, what ace would he be scared to have me roll here? His chances of covering before I hit are pretty good, really.

Spots in the Opening

At the Columbus backgammon club and also at GammonLine's message board, there's been controversy lately about the "right" 62 response to a 21 opening roll played slotting. You are at a disadvantage of about -.2 regardless of what you do, but there are six or seven ways to get there. I prefer 24/22, 13/7, and I will admit it's partly because it Looks Really Cool, but this Spot is also good enough to be essentially tied with 24/18, 13/11 in the current strong rollouts by a new kid on the block who calls himself "Stick". (Here in Columbus, we all know his real name, but we're having a lot of fun pre-

tending we don't. And yes, we are indeed easily amused.)

I also like the 13/7, 24/21 Spot with a 63 after the opponent's 21 played 13/11, 6/5, though rollouts may show the simple run to be better. Bart Brooks' short rollouts prefer the run at most scores, but like the Spot at Gammon Go. When I sneaked a peek at the Weaver-Ballard manuscript, I saw that their high-octane rollouts make a stronger case for the Spot. I won't think of it as settled after any rollout, because you always have to consider your opponent, and yourself too, in making close decisions about opening rolls and responses.

A good example of the Opponent Factor occurs when you run into the occasional player, usually from the Middle East, who runs with an opening 62. If you roll a 62 in response, JellyFish likes you to just run also, with 24/18, 24/22 and 13/5 as close choices for 2nd/3rd. However, against this type of opponent, I like the highly complicating Spot, 13/7, 24/22 much better. This will tend to lead into a type of game he's unlikely to like or play well, and to me that's well worth a small piece of theoretical equity on a response play.

Spot Principles

Spots as responses to opening rolls are a class by themselves, but we can general-

ize a bit more about later Spot decisions. Here are some general Spot principles that work for me:

One: You don't normally Spot in front of one man back, or against split back checkers. The typical Spot is in front of an anchor.

Two: The purpose of a Spot is to gain a quick advantage when you have negative equity in the -.2 to -.3 range. If you have a very weak and precarious position, with highly negative equity, Spots tend to be too risky. If you're already winning, they tend to be unnecessary.

Three: Spots are not restricted to when you're losing the race. Their desirability isn't tied to racing potential, which isn't surprising since they're highly positional plays.

This article first appeared in the Hoosier Backgammon Club newsletter and appears here with the permission of its author and Butch Meese of HBC. The picture appears courtesy of GammonVillage.

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Vianney Bourgeois: 04 March 1961 - 07 January 2006

A Tribute from Sue Perks

Vianney was born in Paris but when still small moved with his mother to live in south-west France. His grandmother and some of his extended family (he had 42 cousins) lived in the same small group of houses. As he often said, this gave him a unique opportunity to be brought up by several Frenchwomen, none of whom could cook! He was introduced to good food by his Spanish neighbours, and at various restaurants his parents took him to, and never missed a chance to eat any interesting new dish – his favourite British meal being good old bangers and mash.



Although mainly interested in mathematics, he qualified as a chemical engineer in Paris, and took an MBA at Bordeaux, before going as a management trainee to Peugeot. He hated it, so a relative got him a job in French racing – he was for a while based at Longchamps race course. He moved to the PMU (French equivalent of the tote) and found his career. He became involved in some fairly early attempts to computerise betting, and in particular, to develop computerised odds-making, traditionally a minor form of witchcraft, which has now become completely systematic. He moved to England in the 1990's, to work in the British betting industry, first as an odds maker and later dealing with the computer programming required for online betting sites. He liked living in London, quite apart from it being the centre of the European betting industry.

Vianney had played backgammon while at university, and intermittently all his adult life. In 2001 someone told him about the Fox Reformed, and he came to play there regularly, meeting me on his first visit. His first BIBA tournament was at Brighton in 2002. After that we attended a number of BIBA tournaments, and went once to Slovenia for the Mittel Europa, and to IBA Live in London in 2003, where he achieved his best result (runner up). In late 2004 we thought we'd have a little rest from big tournaments, and sadly he wasn't really well enough to want to play them in 2005, although he continued to play at the Fox Reformed, and against Snowie. He also used to thrash me at mah-jong.

Apart from backgammon, Vianney's passions in life were rugby and tennis (he hated soccer). In a perfect world, he would have been a tennis superstar, like his heroes Henri Leconte and John McEnroe, but despite playing from an early age, he was not a natural sportsman, so he became a fan instead. Those who knew Vianney will appreciate that his manners and personality were closer to the gentlemanly Leconte than the belligerent McEnroe, and as such he will be missed. He was also possessed of a dry sense of humour, often wasted on those English-speaking acquaintances who couldn't decode the strong French accent and the quiet voice. I cherish the memory of visiting his cousins for the first time, and watching them all sit round after dinner, waiting for him to make them laugh as they knew he would.

Ove Sevel: 27 May 1922 - 10 January 2006

A Tribute from Michael Crane

In 1946, Ove, along with Erik Balling was employed as an assistant director at Nordisk Film. This association with Nordisk Film was to be a long and happy one for Ove and his wife, Birgit whom he married in 1970. Five years later he became the head of the new 'Nordisk Film Junior' division – producing documentary films, commercials, children's films and Danish versions of pre-existing material. From 1964 until 1982, Ove was the Managing Director of Nordisk Film. Upon his retirement he and Birgit moved to England where they lived in Chipping Camden in the Cotswolds.



I don't know when they both took up playing backgammon but according to Birgit it was perhaps in the early 90s when a friend bought them a board as a present. They read the instructions and found it very boring. Then the friend came for a visit and asked if they enjoyed playing - and they had to admit they didn't think much of it - and then he sat them down and showed them how - and they were hooked. They joined Biba in April 1995. They attended a few tournaments but ill health and travelling difficulties made their attendances less and less frequent. However, that didn't stop them playing backgammon.



For years they played two games every night before dinner, and they kept a record of who won what, keeping a running total - I will not divulge who was the leader! They taught visitors to play it - especially the young ones who enjoyed it a lot. Two of the visitors were Sharen and I. One weekend, a few years back, Sharen and I were invited over for backgammon, good food and fine wines! We had a marvellous time. They were wonderful hosts and it's a weekend that Sharen and I have fond memories of. She won a beautiful crystal bowl and I won The Cotswolds Trophy! Both are still in our living-room. It was obvious that no matter how badly I or Sharen played we were going home with a trophy each. Ove and Birgit were a joy to spend time with.

Sadly, in January of this year, Birgit informed me that Ove passed away after a long illness. Wherever he is now, no doubt Dave and Vianney are with him, and of course there will be a backgammon board.



Dave Coyne: 17 January 2006

A Tribute from Brendan Burgess writing in the guise of . . .

Rosey, our Roving reporter

I am getting a bit tired reporting on overseas backgammon tournaments. It's very difficult to make yet another backgammon tournament sound like the FA cup final and make yet another motorway hotel sound like the Ritz. And as I concentrate on the performance of the Brits, the reports always end in disaster. So I thought for a change, I would try my hand at funeral reporting and took myself to Dublin for the funeral of the quiet Irishman. "Well, he is quiet now anyway," I thought to myself.



It was one of those lovely cold spring days when I visited Dublin to report on the funeral of Dave Coyne. I had flown from Luton to Stansted at a cost of £0.99p on Ryanair. You can't beat that can you? It was like winning the runner up in the Last Chance, except of course, Ryanair don't do trophies. Slatts was unable to accompany me as he was out of the country (as usual) it was a pity for I had made him a special black jacket with black sequins and the word R.I.P. on the back of it. I'd had it made as a surprise for his own funeral, but everyone else thought it was a bit tasteless. "Exactly", I replied, "Slatts will love it".

As you would expect, the funeral was very well attended – 56 mourners, which was brought up to 64 with re-entries. I hadn't been at an Irish funeral before and I hadn't realised that there is an open draw for places in the church. Apparently the places in most demand are the ones at the front so that you don't have to queue too long to express your condolences. As bad luck would have it, I was drawn no. 63 which put me at the back of the church. Even worse, Cracker was drawn at no 64.

Though I have to say it was cheery to be sitting beside the Cracker. He is always in good form and always smiling. "You wouldn't be smiling if it was your own funeral" I politely chided him. "No, he won't. But everyone else will", said Sean Casey before the Cracker could reply.

I was used to the great auctions conducted by Paul O'Kelly at the Irish Open, but was surprised to see that it is an Irish tradition that a sample of the deceased's possessions are sold by auction just prior to the service. As usual the auction was carried out by Paul O'Kelly in the same orgasmic, explosive, style. Top price of the day went to Dave's precision dice which were bought by a delighted Joe Dooley for €500. There were a few raised eyebrows, but Joe explained that it was worth €500 to him to become the top player in the Dublin Backgammon Club.

In among the floral tributes, there was a single backgammon trophy, representing, I assumed his many wins. Which tournament was that trophy for? I asked Liz Perry. "That is not a backgammon trophy, that is the urn for his ashes, as he is being cremated. But you have got me thinking... It would be a nice touch to play the memorial tournament for it."

The priest in the funeral sermon referred to backgammon as Dave's only weakness which struck a lot of his victims as a bit odd. With weaknesses like that who needs strengths?

I thought that the priest's homily was very depressing and macabre, and really put a damper on the whole occasion. I heard someone sobbing to my right and then realised that it couldn't be sobbing as I was sitting beside the Cracker. The sobbing continued, so I looked over to see the very unusual site of tears running down his cheeks. I put my arm around his shoulders and told him that everything would be all right. It was hard to understand what he was saying between the sobs, but I gathered that the Cracker had just remembered that that he was leading 9-2 in an unfinished match against Dave.

I have never heard such a long and slow funeral sermon. We all got really impatient with Father Mann. As a result I had to skip the pub afterwards and almost missed my flight home. I think that they should introduce clocks at Irish funerals.

I must say thanks again to all the Irish backgammon players for making me feel so welcome, and I am really looking forward to the next Irish funeral, which with any luck will be that of Brendan Burgess.

Letters

Mark Heidenfeld writes: I am very sorry to hear the sad news about Dave Coyne. He was a very pleasant character and will be sorely missed in the Irish backgammon scene.

Eamon [Keogh] and I had an enjoyable weekend in Brighton, even though we barely made it to our plane. As enjoyable as the weekend was - backgammon wise -, I had time to think about the tournament on the way home. It occurred to me that there must be something wrong with the system.

According to your own counting, I needed to win 9 7-point matches to reach the semi-finals of the consolation. To win the consolation I would have needed to win 11 7-point matches in a row. Based on a 50:50 chance of getting through a match, the odds of this are 1:2048 (or a probability of 0.00049). Consequently, the odds of winning the consolation as a first round loser of the main are practically non-existent, even though there were only 91 participants at the whole weekend. Alone the 77-points necessary (compare that to the main, which could be won on 66 points) seem excessive, and the £10 consolation pool entry for first round losers provides terrible equity.

I felt quite dissatisfied on the plane, going home without any prize (except a £50 settlement with Barry) and realising the above odds.

MC: Re Consolation: Everyone wants a Progressive entry. When I didn't do one, 2nd, 3rd and 4th round Main losers were left with nothing to do and soon became fed up with 'so little backgammon' to play. So I started the Progressives. I used to have them on a separate sheet but they held things up more than they do now, hence they join the sheet at set intervals. This cuts down on the waiting and pitches

them against non-progressive players giving them (nons) a chance to knock out the progs. It's as fair as I can make it - but if you have a workable suggestion I am willing to look at it.

With an entry of 87 it was inevitable that Main 1st Round losers would have a long way to go in the Consolation. This is unfortunate for those that lose in the Main 1st Round, but I can't be held responsible for that!

I have rethought the Progressive entries and I have returned to a similar format to the original. Inevitably there will be some waiting for matches but the majority of those waiting the longest are those that finish the fastest. I have tried it out at the Slattery Scottish Open - see my report on its success . . . or not!

Re the pools: When a player enters the pool they have no idea where they'll enter - so everyone is level to begin with. Years ago we used to 'charge' progs more based upon their entry level but it was difficult to gauge what was a fair price; so many of them didn't bother entering and therefore the pool money was a lot lower than it is now. Had you made it a lot further in the Main you'd have been able to join the Consolation at a later round . . . and it would have still cost you £10. No one knows where they'll end up so charging a one-off £10 for everyone is as fair as I can make it.

*I posted the death of Dave Coyne on the Biba web site. Here are a couple of tributes. **Brian Lever:** Very sorry to hear of Dave's death; he was indeed a very sporting gentleman, with a quiet wit. I played against him a few times, most recently in the 2004 Irish Open. I remember the match because it was our final one of the 6 on the Saturday, and the loser would go into the play-offs for the last 16 on the Sunday. There was a lively debate after, with various spectators airing their views over a play Dave had made (which prob-*

ably lost him the match), so much so that it delayed the play-offs. But we were having a good laugh, and that's what I'll remember.

Stuart Mann: I was very sad to hear of Dave's death. I got to know Dave quite well, through my many trips to play in the Irish Open. He struck me as a really lovely man, and I remember having several tough matches with him. More than that, though, I can picture him in the bar at Wynns, with a pint of Guinness in his hand and a smile on his face. I'll drink a Guinness tonight and think of the many laughs we shared. I and many others will miss him.

Hercules and Bridget (the Baron & Baroness of Culcreuch) write from the Isle of Man: I send herewith my very best wishes to you and to all Biba members for the coming season and for the future. It has been a great pleasure to Bridget and me to be able to receive Bibafax which is such an excellent magazine.

You have done wonderfully well since those days in 1989 when you and many Biba members came to the Isle of Man for a tournament. It was a great success and we are indebted to you for the great assistance and feel that we played a small part in the start of your organisation.

I am now 86 and Bridget is 84. We soldier on and watch your progress with admiration.

MC: Thank you, Herky and Bridget. You, Herky, have always been an inspiration to me. When I helped out at the European Championships, taking care of the Consolation and Beginners, I learnt so much from you. If I can be only half as good a director as you, then I'll be a happy man. I wish you both continued good health and I am looking forward to coming over for your 100th birthday!



Friday night at the Play65 British Open will feature Jackpots on demand and a Poker Tournament.

Demand for accommodation is going to be heavy for this event so you are urged to book a room as soon as you can. If you haven't already done so, do it now, else you'll miss out on a weekend's great backgammon and poker.



Local Clubs

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

- 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

Birmingham - Dave Motley - 0121 476 4099 - davemotley@blueyonder.co.uk - Monday.
Brighton - <http://eiloart.com/bbc/> - Tuesday 8pm until closing.
Bristol - Ian Tarr 0117-9756349 brismgammon@blueyonder.co.uk 2nd 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.

Forthcoming Events

Play65 British Open 2006 April 1st & 2nd



Play65, sponsors of the prestigious British Open are proud to repeat their successful format from the Bright 'n' Breezy and offer entrants the chance to win loads of online money - including **Pass The Buck!** If you haven't joined Play65 yet then do so by logging onto the Biba web site, www.backgammon-biba.co.uk and clicking on the Play65 logos or texts. Account holders win more money!

NB: Demand for accommodation is expected to be high so please book early
Reservation: 02476 603000 - (ask for Group Reservations - Backgammon)

County Cups. May 6 & 7. Your second chance in the Swiss Format to mount up those Grand Prix points and Ranking Score and to increase your prize money in the Championship payout.

Hilton Trophy. June 3 & 4. The usual, knockout format of four elements. Plus a surprise for someone. Be there to get it!



2006 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 Knock-out, Poker Grand Prix and Jackpots on demand.

**Registration Fees: Members only: £20 -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)**

Dinner, bed and breakfast @ Hilton Coventry 2006

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

Double or twin room: 1 night £94, two nights £180

Reservations: 02476 603000 ask for 'Group Reservations' 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.

*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*

2006 Tournament Calendar

Apr 01-02	Play65 British Open	GP	UK	Coventry	Knockout
Apr 09	Croydon Tournament	-	-	Croydon	Multi
Apr 23	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

Manchester Backgammon Club

www.lighton.btinternet.co.uk/backg.htm

e-mail lighton@btinternet.com

One Day Backgammon Tournament

Sunday 23rd April 2006

*****pre-entry by 16th April essential*****

at Manchester Bridge Club

30 Palatine Road, Withington, Manchester M20 3JJ (*see web site for map*)

Registration 9-30 to 10-30 Play starts 11 am prompt (finish about 11pm)

Entry Fee £20 (£10 Juniors)

(numbers limited to 64)

Please bring your own board if you have one

Main event 5 qualifying rounds (Swiss format 5 point matches)

Main Final 8 or 16 player knock out

Consolation Event 5 point knock out

Last Chance 3 point knock out

1 point knock out event

Trophies - Prizes - Pools

Non-expert prizes

BIBA Grand Prix Points

Buffet

Bar

Main room non-smoking

(small smoking area available)

Name

Telephone Number.....

e-mail (please print clearly)

Please complete this form and send with a cheque for £20 (£10) payable to R. Lighton.

Rodney Lighton
450, Parrs Wood Road
East Didsbury
Manchester M20 5GP

Slattery Scottish Open

Report by Michael Crane

across in this position:

then 24/23 in one action; and then moved the 1, 21/20.

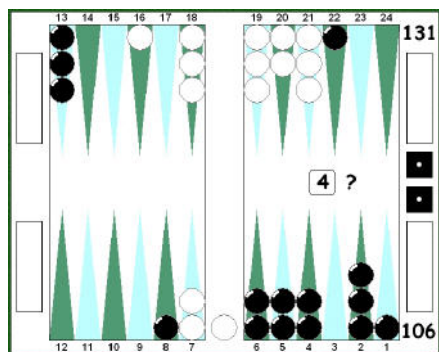
Main (37)

I had hoped for a few more and, if the hotel hadn't cocked up the room allocation we would have. I have said repeatedly that if you want to get a room at the hotel and they tell you it's full; contact me and let me know! If you're planning to enter the British Open then book your room now!

Slats, the sponsor, had a tough 1st Round draw against Peter Bennet, and with the score going to 10-0 to Peter it looked as if Slats was on the way out. However, he pulled it back point by point and won! After that encounter he thought that his next opponent, Tim Line would prove a little easier . . . he was wrong, Tim prevailed and continued on; in fact all the way to the Final.

Tim's opponent was Ron Havenhand playing some superb backgammon, beating Jeff Barber, Peter Christmas (defending Champion) and Ray Tannen, en route.

In the Final, Ron (black) got off to a cracking start aided by this re-cube to 4.

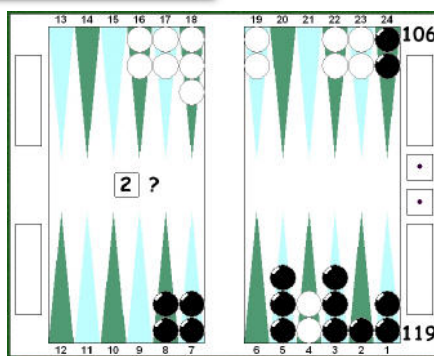


11 point match
Black 0 White 0
Black cube action

Ron took some time to offer the cube but Tim took less deciding to take. If he'd taken a bit longer he might have reconsidered for Snowie sees this as Re-cube/Pass.

Tim is 25 pips behind in the race, he's got a checker on the bar up against a 4-point home board and another facing direct 6s. Ron's chances of covering his 1-point blot are pretty good, 7s & 1s. The take cost Tim four points and put Ron 4-0 ahead.

Later, in Game 3, Tim ships the cube



Black 4 White 2
White cube action

Once again the decision to cube was fairly brisk and the decision to take was about as long. And, as above the take was the wrong decision, Double/Pass.

Although Ron is ahead in the race by 13 pips his timing is shot. His two runners are trapped and 5s and 6s will break his small holding prime if he rolls them. Tim has good timing and good threats. Ron's take cost him dearly - he lost the gammon.

In Game 5 there were two errors. Instances in which both players were inattentive and made mistakes.

1: The cube was left on two with White following the previous game. Neither player noticed. When Ron did notice after several moves, he asked what the cube situation was and Tim said he had doubled earlier. This is why Ron wins two points in this game yet the cube is on 1.

2: White's 2nd roll of 21 off the bar was played illegally. He moved 25/23 and

At this point the score was level and the 'extra' point won by Ron put him ahead 8-6. He then went 9-6 ahead . . . and that's where he remained, losing in the Crawford, 9-11. It was an pretty exciting match to watch and Ron, according to Snowie played at Advanced to Tim's Intermediate. It will soon feature on GammonVillage.

Consolation (33)

Having been knocked out of the Main Slats made sure of a trophy when he reached the Finals from the Progressive side. There to meet was Simonetta Herrera (nee Barone). Now, you know Slat's, never happy being second - and this was to be no exception. He came out on top leaving Simonetta with the Runner-up trophy; mind you, you couldn't tell, not with the smile she had - she looked like a winner.

Last Chance (32)

More often than not, Adrian Jones or David Nathan get a mention in the Bibafax; and this time they are mentioned as Finalists in the Last Chance. David had a tough draw against Peter Bennet in the semi; and Adrian's was no easier with Dave Motley. In the Final it was Adrian that came out with the bigger trophy.

Haggis (32)

Vicky Chandler is always threatening to do great things and this weekend, having been thwarted in the Main by Ron, by Mick Butterfield in the Consolation, and by Dave Motley in the quarter-finals of the Last Chance, she had her sights set on the Haggis. Despite an interlude of hysterical laughter during her semi-final match against Geoff Conn (see later), she made it into the Final. Here awaited an



Ron, Slats and Tim: 2006 Scottish Champion



equally thwarted Martin Hemming - and he was set to out-thwart Vicky in the Final . . . and he did!

Friday Warm-up (12)

Slats's hopes of walking off with the bigger part of his private pool were sunk when he went down to Cedric Lytton in the last eight, however, Martin got him back in the semis! The Haggis, wasn't Martin's first win of the weekend, not if you count beating David Nathan in the Final of the Warm-up!

Poker (12)

I'm not really qualified to write reports on the poker, but I did watch it for a while - a long while, until 1.30 in the morning! I went to bed with the field down to three, and then finished in this order: John Samuel (who played very well in my in-expert opinion!), Kevin White and then Martin himself (he's everywhere, isn't he?!).

One player, whom I will not mention, was the worse for drink and was disruptive during his entire time at the table. He tried Martin's patience to the limit (and it's pretty short at the best of times!) and it seems unlikely he'll be accepted at the tables in future. If Martin bars anyone, please don't come to me about it - he's in charge. In fact if you think I'm tough, you haven't been on Martin's wrong side yet!

£50 Jackpot (8)

As usual with most of the Jackpots nowadays, the final was split between two players - this time it was Ron Havenhand and Nicky Check. On his way to the money, Ron took out Slats - and earned himself a bunch of Ranking Points into the bargain. Well done, Ron.

Finally

As I mentioned above, not a big turnout, but at least we got a Scot - and I'm not referring to John Slattery. The lone Scottish representative was Andrew McKechnie from West Lothian. Thank you for entering, Andrew; sorry you were on your own.

OK, so what made Vicky (and Rachel) laugh? Sorry, I can't tell you; but, suffice to say, they were in fits for bloody ages. I recorded their laughter on video (a by-product of taping the Final) and David Startin captured it on his camera.

Lastly, I'd like to thank John for sponsoring the event and for the two boards he put up as prizes: Tim won one via Pass The Buck, and the raffle prize went to Kevin White with the last ticket!



The Pictures

Consolation, Last Chance, Haggis, The gigglers!

Grand Prix 01	£109.20	Ranking 01
Grand Prix 02	£78.00	Ranking 02
Grand Prix 03	£62.40	Ranking 03
Grand Prix 04	£46.80	Ranking 04
Grand Prix 05	£31.20	Ranking 05
Grand Prix 06	£23.40	Ranking 06
Grand Prix 07	£15.60	Ranking 07
Grand Prix 08	£7.80	Ranking 08
Grand Prix 09	£7.80	Ranking 09
Grand Prix 10	£7.80	Ranking 10

Championship
Prize Fund Allocation

Tournament Results

Grand Prix at Cotswolds Trophy

24.76	Stuart Mann	9.28	Martin Barkwill	4.13	Tony Walters
18.57	Ian Tarr	9.28	Myke Wignall	4.12	Chris Ternel
13.42	John Slattery	9.28	Simonetta Herrera	4.12	Mark Dixon
13.42	Peter Bennet	6.19	Mardi Ohanessian	4.12	Nigel Merrigan
13.41	Dave Fall	6.19	Mike Greenleaf	4.12	Paul Barwick
13.41	Dod Davies	6.18	Mike Heard	4.12	Richard Stevenson
13.41	John Gilbertson	6.18	Roland Herrera	2.58	Brian Lever
9.29	Andrew Sarjeant	4.13	Blaine Buchanan	2.58	Kevin White
9.28	John Hurst	4.13	Ed Turner		
9.28	Julian Fetterlein	4.13	Rosey Bensley		

Jarvis Trophy. February 4th & 5th 2006

Main (14/28)			Consolation (14/28)		
	main	gp		con - main	gp
1	Martin Hemming	6 24.77	1	Chris Gibbins	3 3 6.19
2	Myke Wignall	5 13.42	2	Adrian Jones	3 4 9.29
3	Jeff Barber	5 13.42	3	Matthew Fisher	2 2 4.13
4	Lawrence Powell	4 9.29	4	Uldis Lapikens	2 3 6.19
5	Stephen Drake	4 9.29	5	John Gilbertson	2 3 6.19
6	John Slattery	4 9.29	6	Mardi Ohanessian	2 3 6.19
7	Rodney Lighton	4 9.29	7	Stephen Cole	1 2 4.13
8	Michelle Fisher	4 9.29	8	Nicky Check	1 2 4.13
9	Tony Fawcett	3 6.19	9	George Hall	1 2 4.13
10	Dave Motley	3 6.19	10	Chris Ternel	1 2 4.13
11	Gerry Enslin	3 6.19	11	John Samuel	1 2 4.13
12	Tony Walters	3 6.19	12	Ron Havenhand	1 2 4.13
13	David Startin	3 6.19	13	Arthur Wright	1 2 4.13
14	Rosey Bensley	2 4.13	14	Jonathan Powell	0 0 0.00

Friday Warm-up (8)

1	John Slattery
2	John Gilbertson

Poker (9)

1	Myke Wignall
2	Rosey Bensley
3	John Gilbertson

£50 Jackpot (8)

Joint 1st Nicky Check & Chris Ternel

Slattery Scottish Open

Main (37)

1	Tim Line
2	Ron Havenhand
3/4	Ray Tannen
3/4	Mardi Ohanessian
5/8	Ian Tarr
3/4	John Samuel
3/4	George Miltiadou
3/4	Peter Christmas

Last Chance (32)

1	Adrian Jones
2	David Nathan
3/4	Peter Bennet
3/4	Dave Motley
5/8	Geoff Conn
5/8	Tony Fawcett
5/8	Rosey Bensley
5/8	Vicky Chandler

Friday Warm-up (14)

1	Martin Hemming
2	David Nathan

£50 Jackpot (4)

Joint 1st Ron Havenhand & Nicky Check

Poker (12)

1	John Samuel
2	Kevin White
3	Martin Hemming

Consolation (33)

1	John Slattery
2	Simonetta Herrera
3	David Startin
4	Nicky Check
5	George Miltiadou

Haggis (32)

1	Martin Hemming
2	Vicky Chandler
3/4	Uldis Lapikens
3/4	Geoff Conn
5/8	Ian Tarr
5/8	Gerry Enslin
5/8	Rosey Bensley
5/8	Rachel Rhodes



Grand Prix at Slattery Scottish Open

18.58	Tim Line	6.19	George Miltiadou	4.12	Cedric Lytton
13.42	Ron Havenhand	6.18	Nicky Check	4.11	Peter Bennet
13.41	John Slattery	6.18	David Startin	4.10	Vicky Chandler
9.29	Ray Tannen	6.17	David Nathan	2.58	Paul Christmas
9.29	Ian Tarr	6.16	Martin Hemming	2.58	Mick Butterfield
9.29	Mardi Ohannessian	4.13	Uldis Lapikens	2.58	Andrew McKechnie
9.28	Simonetta Barone	4.13	Jeff Barber	2.57	Geoff Conn
9.27	Adrian Jones	4.13	Dave Motley	2.06	Kevin White
6.19	Peter Christmas	4.13	Chris Ternel	2.06	Fanika Petkovska
6.19	Rachel Rhodes	4.13	Tony Fawcett	2.06	Arthur Wright
6.19	Rosey Bensley	4.13	Gerry Enslin	1.55	Myke Wignall
6.19	John Samuel	4.13	Chris Gibbins		

Grand Prix Championship March 2006

41.28	John Hurst	9.29	Stephen Drake	4.13	Paul Van Dijke
36.12	John Slattery	9.29	Roy Hollands	4.13	Matthew Fisher
32.98	Martin Hemming	9.29	Rodney Lighton	4.13	Jon Barnes
28.90	John Samuel	9.29	Ray Tannen	4.13	Jason Champion
28.35	Myke Wignall	9.29	Paul Gilbertson	4.13	Ian Davidson
27.86	Ian Tarr	9.29	Michelle Fisher	4.13	George Suilimirski
25.79	Mardi Ohannessian	9.29	Luc Lamote	4.13	George Hall
24.76	Stuart Mann	9.29	Barry McAdam	4.13	David Edwards
24.76	Mark Heidenfeld	9.28	Ann Pocknell	4.13	Dale Taylor
23.70	Peter Bennet	8.77	Peter Christmas	4.13	Cliff Connick
22.70	Julian Fetterlein	8.77	Arthur Wright	4.13	Christopher Baxter
21.15	Brian Lever	8.76	Mike Heard	4.13	Blaine Buchanan
19.61	Mike Greenleaf	8.26	Edwin Turner	4.12	Nigel Merrigan
19.60	Nicky Check	6.71	Paul Christmas	4.12	Mark Dixon
19.60	John Gilbertson	6.70	Paul Barwick	4.12	Luc Lamote
19.59	Tony Walters	6.70	Geoff Conn	4.12	Eddie Barker
19.10	Jeff Barber	6.19	Sue Keeble	4.12	Danny Gallagher
18.58	Tim Line	6.19	Sean Williams	4.12	Cedric Lytton
18.58	Mike Grabsky	6.19	Ray Fard	4.10	Vicky Chandler
18.56	Simonetta Herrera	6.19	Paul Watts	2.58	Wayne Felton
18.56	Adrian Jones	6.19	Neil Webb	2.58	Vicky Gilbert
17.55	Ron Havenhand	6.19	Mike Main	2.58	Paul Baeyens
17.54	Dod Davies	6.19	George Miltiadou	2.58	Nick Saxon
16.49	Chris Ternel	6.19	Fanika Petkovska	2.58	Mick Butterfield
15.44	Martin Barkwill	6.19	David Dunkley	2.58	Malcolm Robertson
14.45	Uldis Lapikens	6.19	Chris Bray	2.58	Eamon Keogh
14.45	Rosey Bensley	6.19	Andy Bell	2.58	Dan O'Farrell
13.42	Simon Morecroft	6.19	Andrew Darby	2.58	Colin Harrocks
13.42	Andrew Sarjeant	6.18	Rutger Beijderwellen	2.58	Andrew McKechnie
13.41	David Fall	6.18	Roland Herrera	2.57	Nick Valley
13.39	Lawrence Powell	6.18	Paul Statter	2.57	Miles Ilott
12.90	Dave Motley	6.18	Mick Vacarey	2.57	Diane Iveson
12.37	David Startin	6.18	John Ingamells	2.57	Brian Busfield
11.87	Gerry Enslin	4.64	Kevin White	2.56	John Thomas
10.32	Tony Fawcett	4.13	Tony Lee	2.06	Rogier Van Gemert
10.32	Stephen Cole	4.13	Tim Mooring	2.05	Zoe Cunningham
10.32	Chris Gibbins	4.13	Tim Brown	2.05	Jo Curl
10.30	Rachel Rhodes	4.13	Ronny Conaert		
10.30	David Nathan	4.13	Raj Jansari		

Ranking Championship March 2006

Qualified/Played - Average - Name (two or more played)

Q	1784.79	John Samuel	9	1601.44	Stephen Cole	8	1687.75	John Slattery
12	1625.67	Nicky Check	9	1571.00	Dave Motley	8	1668.75	Chris Gibbins
11	1643.36	Ron Havenhand	9	1543.44	Uldis Lapikens	8	1659.50	Tony Fawcett
11	1637.82	Mardi Ohannessian	9	1426.67	Chris Ternel	8	1631.00	Adrian Jones
9	1703.56	Jeff Barber	8	1943.13	Martin Hemming	8	1447.63	Rosey Bensley
9	1629.67	Gerry Enslin	8	1694.63	Myke Wignall	8	1139.25	Arthur Wright

7	2073.57	John Jurst	5	1828.80	Mike Greenleaf	3	1765.67	Ray Fard
7	1515.71	Tony Walters	5	1637.40	Simon Morecroft	3	1763.67	Paul Watts
7	1494.86	David Startin	4	2006.75	Ian Tarr	3	1760.33	Neil Webb
6	1924.83	Mike Grabsky	4	1840.75	Ray Tannen	3	1722.00	Sue Keeble
6	1776.33	Lawrence Powell	4	1823.75	Michel Lamote	3	1712.67	George Miltiadou
6	1742.83	Stephen Drake	4	1818.25	Barry McAdam	3	1704.33	David Dunkley
6	1680.67	Rodney Lighton	4	1765.25	Paul Gilbertson	3	1700.00	Chris Bray
6	1676.67	Michelle Fisher	4	1727.00	Roy Hollands	3	1450.33	Paul Christmas
6	1576.33	John Gilbertson	4	1617.25	Rachel Rhodes	3	1402.00	Geoff Conn
6	1439.17	George Hall	4	1460.00	Peter Christmas	3	1361.67	David Nathan
6	1420.83	Matthew Fisher	3	1894.67	Andy Bell	3	1328.67	Tony Lee
6	1142.33	Jonathan Powell	3	1882.67	Sean Williams	3	1313.67	Fanika Petkovska
5	2103.20	Tim Line	3	1857.67	Andrew Darby			
5	1915.60	Julian Fetterlein	3	1830.67	Mike Main			

Active Rankings (Old - New - Name)

2011	2011	Julian Fetterlein	1650	1650	Brian Busfield	1444	1444	Malcolm Wilson
1939	1962	Brian Lever	1648	1564	Ron Havenhand	1442	1466	Kevin White
1908	1879	John Slattery	1648	1648	John Gilbertson	1430	1430	Jane Oxley
1890	1921	Tony Lee	1644	1644	Rodney Lighton	1423	1423	Alan Greenwood
1877	1877	Lawrence Powell	1638	1638	Martin Barkwill	1423	1423	Leslie Singleton
1856	1851	Rachel Rhodes	1633	1633	Ian Gwynne	1422	1449	Myke Wignall
1836	1836	Richard Granville	1629	1629	Paul Gilbertson	1408	1408	Paul Watts
1835	1843	David Nathan	1609	1609	Ian Shaw	1395	1395	Bob Bruce
1834	1837	David Startin	1609	1600	Martin Hemming	1395	1395	Catherine Oldfield
1821	1821	Stuart Mann	1605	1623	Mick Butterfield	1391	1391	Tim Brown
1815	1815	John Hurst	1604	1604	Edwin Turner	1382	1382	Jo Curl
1807	1791	Ray Tannen	1600	1600	Ken Gibson	1378	1387	Rosey Bensley
1802	1802	Dave McNair	1597	1597	Mike Heard	1375	1375	Stephen Cole
1797	1818	Peter Bennet	1592	1592	Jason Champion	1366	1366	Paul Fox
1790	1760	Nicky Check	1591	1591	Eddie Barker	1364	1367	Cedric Lytton
1788	1788	Dod Davies	1583	1583	John Wright	1343	1343	Mick Vacarey
1781	1776	Mardi Ohannessian	1575	1575	Paul Statter	1322	1322	Jon Sharpe
1779	1779	Steve Hallet	1570	1587	Geoff Conn	1316	1332	Fanika Petkovska
1763	1770	Peter Christmas	1568	1568	Grahame Powell	1248	1248	Alison Lee
1756	1756	Steve Pickard	1556	1568	Paul Christmas			
1754	1754	Mike Grabsky	1556	1556	Andrew Darby			
1748	1748	Danny Cohen	1553	1547	Dave Motley			
1743	1743	Roy Hollands	1548	1548	Paul Barwick			
1742	1748	Chris Ternel	1542	1566	Vicky Chandler			
1740	1740	Raj Jansari	1535	1535	Stavros Elia			
1738	1714	Adrian Jones	1534	1534	Peter Chan			
1727	1727	Kazu Niki	1527	1527	Darryl Kirk			
1722	1722	Brendan Burgess	1519	1519	Roland Herrera			
1722	1722	Simon K Jones	1516	1516	Andrew Sarjeant			
1721	1721	Arthur Musgrove	1496	1485	Gerry Enslin			
1717	1717	Emmanuel Di Bona	1495	1495	Cliff Connick			
1715	1715	Stephen Drake	1494	1494	Matthew Fisher			
1713	1713	Kevin Stebbing	1490	1490	Neil Young			
1708	1708	Dave Coyne	1490	1490	David Horner			
1705	1705	Ann Pocknell	1489	1489	Julian Minwalla			
1698	1706	Uldis Lapikens	1489	1465	John Samuel			
1698	1698	Tim Mooring	1484	1484	Tony Walters			
1696	1696	Dale Taylor	1483	1483	Miles Ilott			
1692	1692	Bob Young	1483	1483	Richard Biddle			
1688	1688	Mike Greenleaf	1483	1483	David Sanders			
1684	1660	Ian Tarr	1481	1460	Simonetta Barone			
1681	1681	Mark Heidenfeld	1477	1465	Chris Gibbins			
1676	1676	Steve Rimmer	1471	1471	Rebecca Bell			
1670	1670	John Thomas	1469	1469	Wayne Felton			
1668	1668	Jeff Ellis	1459	1459	Mike Main			
1662	1662	Connor Dickinson	1455	1455	David Markwick			
1661	1656	Jeff Barber	1454	1454	Andy Bell			
1652	1652	Barry McAdam	1446	1464	Arthur Wright			

Poker Grand Prix

Myke Wignall	24.5
Tony Lee	18.5
Martin Hemming	18
John Samuel	15
Rosey Bensley	11
Chris Gibbins	11
Neil Webb	10
Paul Baeyens	9
Kevin White	9
Roy Hollands	8
John Gilbertson	8
Ann Pocknell	6
Lawrence Powell	6
Paul Christmas	6
Andrew Sarjeant	5
Mick Butterfield	5
Jo Curl	4
George Hall	4
David Horner	3
Michelle Fisher	2
Alison Lee	1
Fund to date £184	

1^{er} Trophée de Backgammon du Mont-Blanc

8 to 14 April 2006



Dear Backgammon friend,

Have you thought about playing backgammon and having the opportunity to look at majestic Mont-Blanc at the end of a whole sunny day spent skiing in the Alps, where some of the best ski slopes are?

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(Prize giving cocktail included)

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Beginner:	Free	Free
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Quarter Entry -		
Champion:	160 €	
Intermediate:	60 €	

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Paris Master & Open

7th international backgammon tournament
1 - 5 march 2006

This is just one of the backgammon events organised and directed by Eric Geudj. For details of forthcoming backgammon tournaments be sure to look on the back page of your Bibafax each month or log on to www.ezegames.com