

BIBAFAX

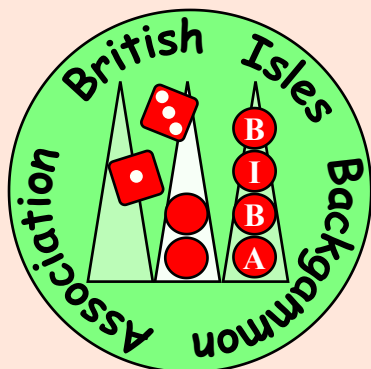
No. 82
May / June
2006

Magazine of the British Isles Backgammon Association

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Archive - 2000 World Cup IV

By Michael Crane & Harald Johanni

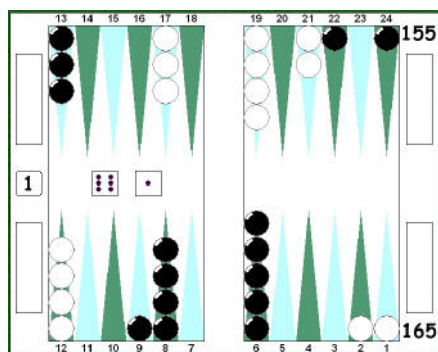
I really enjoyed reporting from Istanbul back in early 2000. The picture to the right was taken just after I'd returned. I prefer this one to any current ones - far fewer wrinkles or grey hair!

The match below was recorded by Harald Johanni. It is from the Doubles and is a 7 point match between Harald and his team-mate, Elliott Winslow, vs. Leo Fernandez & Juan Carlos Bizzarro.

Harald and Elliott are playing as black.

7 point match Game 1

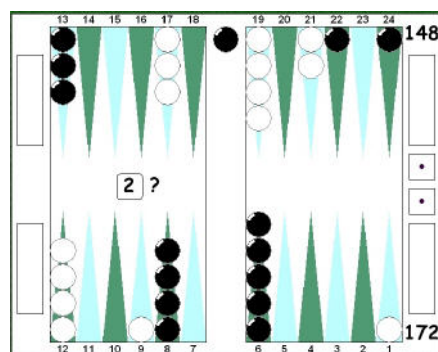
White : 0 **Black : 0**
01) 42: 8/4 6/4 41: 13/9 24/23
02) 51: 13/8 24/23 51: 13/8 23/22



White to play 61

I would imagine most players would make their bar-point with this roll but to do so would be very wrong. Black has already moved one runner so the best move here is to hit, 23/16*.

03) 61: 23/16* 44: Dances



White cube action?

Snowie agrees with the cube. If white leaves it in the middle they lose 0.182 equity. Snowie says it's a double/pass. Black takes and white's equity shifts from 0.818 to 1.034.



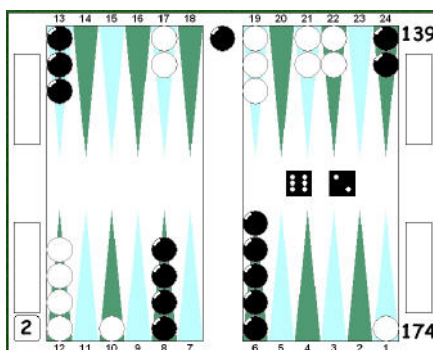
04) Doubles to 2
05) 51: 8/3* 16/15

Takes

White attacks, as expected. The move with the 1, 16/15 is very subtle. It gives a cover for the 3-point blot with double 4 or 6s.

06) 21: 6/5* 5/3 51: 25/20 25/24

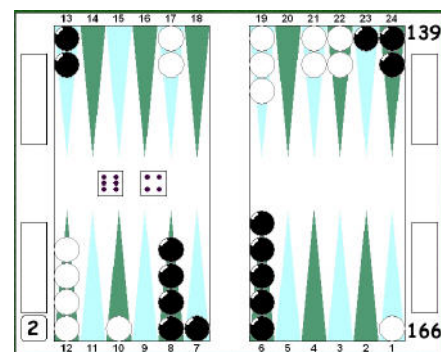
Nice *pick & pass* from white, covering the 3-point nicely.



Black to play 62

Playing to black's bar-point instead of white's bar-point is very close here. By playing to their own bar-point, black are giving good 6s to white; and for this reason I'd have gone with 24/18.

62: 25/23 13/7



White to play 64

The gut reaction move here is the double-hit, 24/18* 6/2*; but there's really no need to take the risk of sending another checker back into black's home board. The pure play, making the 2-point is better. Black only has 20 rolls to re-enter with; and white might pick up the 18-point blot with a 6 next roll.

07) 64: 8/2* 6/2

55: 25/10* 6/1*

What a great return off the bar; a double-hit!

08) 63: 25/22

53: 8/3* 6/3

Black gets in with one checker only to be pointed on next roll.

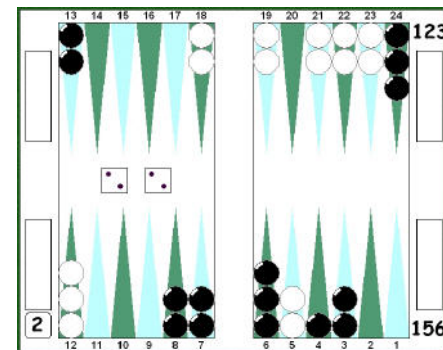
09) 61: 25/24*

This is a timely 1 from white. Black is well poised to continue making good home-board points.

10) 51: 25/20 8/7 66: Dances
31: 25/24 10/7

A good 'tidy-up' roll and move from black . . . But it's not as good as white's next roll; it makes a strong advanced anchor and a great blocking point!

11) 64: 13/7 24/20 31: 8/4



White to play 22

Unless white wishes to vacate the mid-point there's not much more can be done except play 7/5(2) 13/9. It might lose the bar-point block but it does make an excellent home-board.

12) 22: 13/9 7/5(2) 61: 24/17

Black gets a runner out . . . and then right back in again!

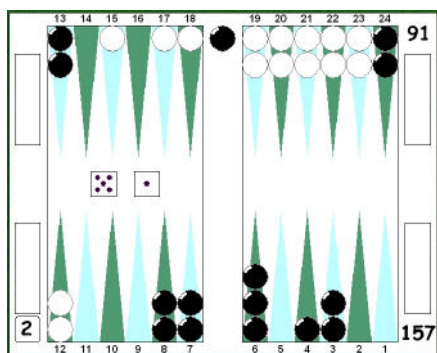
13) 51: 20/15 9/8* 64: Dances

White now wants to concentrate in getting the back checkers round as soon as possible, keeping out of contact.

14) 65: 20/14 15/10 66: Dances
15) 43: 14/7 66: Dances

Continued on the next page.





White to play 51

Making the bar-point now isn't necessary. White is bearing in and needs to cut down bad rolls later. Playing 10/5 7/6 readying for the bearoff is better. Mind you, the difference in equity is so slight that it doesn't matter a lot. The benefit of 10/5 7/6 is that gammon wins are increased by 1.1%.

16) 51: 10/5 8/7
17) 11: 7/4 7/6
18) 44: 13/5(2)

51: 25/24 7/2

42: 8/4 7/5

31: 13/10 6/5

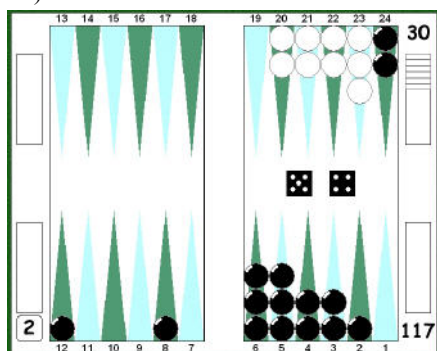
White gets a good 44 and black keeps on building home-board points ready for the anticipated hit. As it currently stands, black has a 42% chance of losing a gammon.

19) 54: 5/0 6/2
20) 61: 6/0 6/5
21) 65: 5/0(2)
22) 54: 5/0 4/0

63: 24/18 10/7

63: 18/12 13/10

51: 10/5 7/6



Black to play 54

Making the 1-point is clearly wrong here. At least one checker has to cross over to help save the gammon; now at 49.7% with the actual play or a good sight higher at 54% with the 1-point play. My play in this position would be to cover the 2-point and 12/7: It might be a long-shot, but if white rolls 64 or 54 or 43 they're going to leave two blots, and if they do I'd like the 2-point covered.

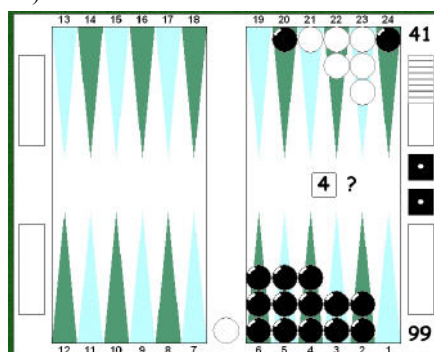
23) 54: 5/0 4/0

54: 12/7 8/4

54: 7/2 24/20*

White does indeed roll one of the worst rolls, 54 and leaves two shots - and black also rolls 54 and white's on the bar. Luckily for black they were able to cover their 2-point with the 5 from the bar-point; which is just as well for white rolls 62 and dances!

24) 62: Dances



Black cube action?

Well, the tables have certainly turned, haven't they? Now it's black who is shipping over the cube onto four. White's equity is currently -.0757 if they take it shifts to -.0789; but if they drop it goes to -1.000. Snowie estimates that white still has just over 25% chance to win from this position and rates it re-double/take. Black is pinning all his hopes on hitting the blot back on the 21-point. If it wasn't even there they'd not have a double. If black fails to get a second checker back they're in real danger of losing this point - white should take.

25) Drops

Re-doubles to 4
Wins 2 points

Game 2

White : 0

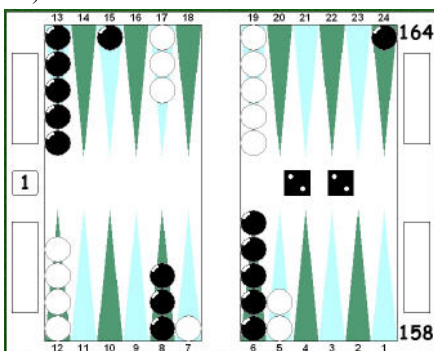
01) 63: 24/18 13/10

Black : 2

63: 24/15*

Hitting here is far superior to hitting 13/7*. Black's 63 is a good running roll and it has the added bonus of sending a white blot onto the bar.

02) 54: 25/20 24/20



Black to play 22

There really isn't much better here than the pure move of 13/11(2) 6/4(2). Black seemed to panic a bit here.

22: 24/22 15/13 6/4(2)

03) 66: 13/7(4)

Now it appears it's whites turn to panic. Moving all four checkers to the bar-point isolates the three back checkers and allows black's lone runner to leap over with a six. Snowie suggests playing 20/14(2) 13/7(2).

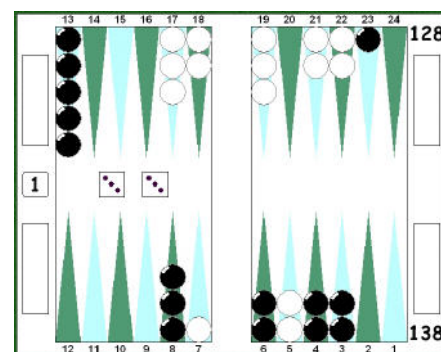
53: 8/3 6/3

04) 33: 7/4(2) 6/3*(2)

This Joker for white consolidates their lead, from 52.8% to 65.9%.

52: 25/23 13/8

White would have preferred to re-enter with the 5, but they've no decent 2s.



White to play 33

Another good 33 for white. The actual play of 8/5(3) 5/2* is perfect. It is much better than playing safe with making the 2-point, 8/2*(2). Black would dearly love to see the 5-point left open; and therefore, don't let them have it! If the blot on the 2-point is hit it's unlikely to dance long - if at all - in white's home-board; 27 rolls (75%) re-enter off the bar.

05) 33: 8/2* 8/5(2)

44: Dances

06) 55: 20/15(2) 18/13 7/2

White is rolling like a demon. All they leave this time is 11 and 61.

54: Dances

07) 66: 15/9 13/1 7/1

Unbelievable, another double. If this was a bot playing, cries of "fixed dice" would be shouted out, adding more fuel to the myth that bots' dice are rigged.

08) 64: 15/5
09) 64: 9/5 6/0

66: Dance

66: Dance

66: Dance



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Suggested moves: Get a list of all legal moves for a given roll, sorted by equity for player on roll			♦	♦
Evaluation: Calculate both players equity for any position			♦	♦
Editing: Set up any position for further analysis		♦	♦	♦
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Full playing strength: Play against JellyFish on 7 different levels	♦	♦	♦	♦

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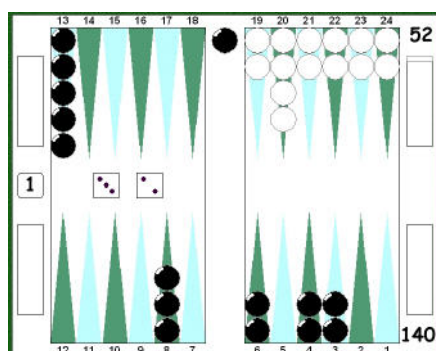
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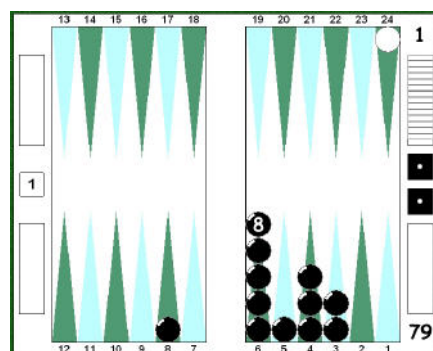


White to play 32

Obviously white's looking for a gammon here. If they weren't then they'd have cubed and cashed for one point. Therefore, the better play is 5/3 5/2 giving 92.7% gammon chances as opposed to 88.2% with the actual play.

10) 32: 6/3 6/4
 11) 42: 4/0 2/0
 12) 21: 2/0 1/0
 64: 25/19 13/9
 21: 8/6 13/12
 53: 19/14 9/6

13) 51: 5/0 1/0
 14) 11: 3/0 3/2
 15) 53: 5/0 3/0
 16) 53: 5/0 4/1
 17) 63: 5/0 4/1
 18) 54: 2/0 1/0



Black on roll

Against the odds, black has almost managed to save the gammon. Only 1s will let them down

61: 13/6
 52: 14/9 8/6
 61: 13/6
 53: 13/5
 65: 12/6 9/4

43: 8/4 3/0

19) 21: 1/0
Wins 1 point

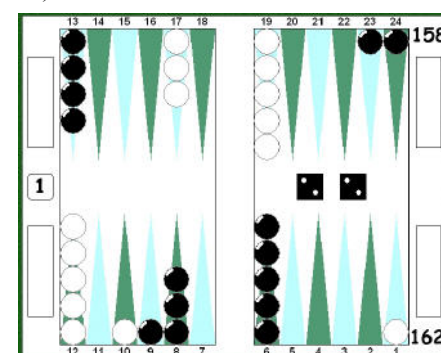
Game 3

White : 1

01)
 02) 63: 24/15

Black : 2

41: 13/9 24/23



Black to play 22

A slight error here. Black chose to play the 'regular' 22 move, 13/11(2) 6/4(2); but Snowie says that covering the 9-point



blot is a better use of the spare checkers on the mid-point, with 6/4(2) as expected.

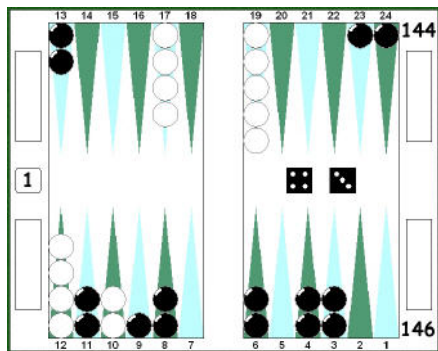
22: 13/11(2) 6/4(2)

03) 54: 24/15

This 54 for white is a great roll. It puts the match almost even, but white is better placed at the moment and has plenty of spare checkers on their mid-point to help retain the two black runners.

53: 8/3 6/3

04) 41: 13/8



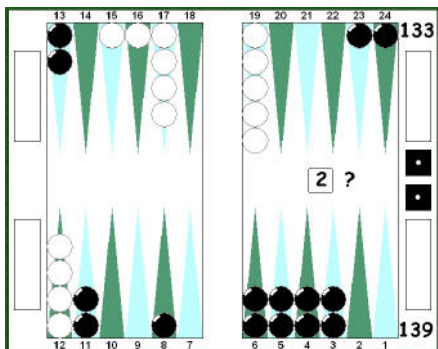
Black to play 43

OK, which is the better 5-point to make here? Your own or your opponent's? Your own. White is in danger of leaving a shot eventually and, if black advances to his 20-point, a lot of white's checkers will simply be played over them and to safety. By making their own 5-point, black is building up a good solid board, ready for the hit.

43: 9/5 8/5

05) 65: 15/9 15/10

This 65 from white has given black the chance of the hit they'd been waiting for. They've got three numbers, 7s, 8s or 9s. . . but is it enough to double?



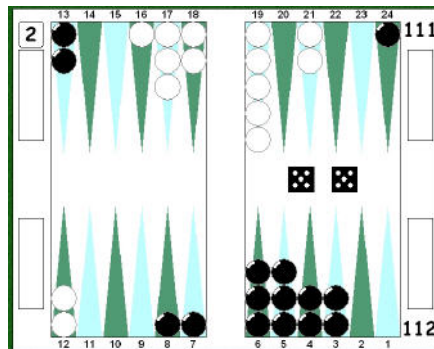
Black cube action?

With the odds approx. 60/40 in black's favour, this is a double/take. According to Snowie, the cube is hot and both players are happy to see it in action.

Doubles to 2
42: 11/7 11/9
06) Takes
07) 61: 13/7 8/7 33: 24/21 23/20 9/6 8/5

Black isn't getting the hit they'd wanted. After this roll is played they'll be leading by 5 pips so it's now time to move up off the 23- and 24-points and mix it or race.

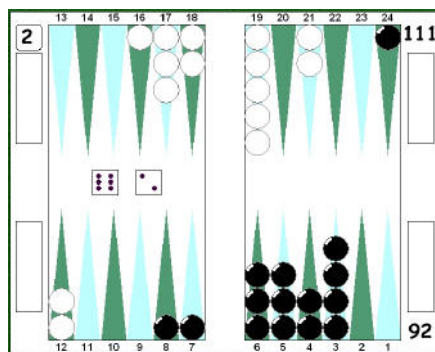
08) 21: 8/6 10/9 63: 20/11
09) 32: 7/4* 6/4 11: 25/24 11/8
10) 61: 13/7 9/8



Black to play 55

Twenty pips in the race, well worth having. No matter how it's played it's still worth twenty pips - but according to Snowie, black misplays this by running two off the mid- to the 3-point. Snowie is still looking for a hit and decides that 13/8(2) 8/3 and 7/2 is better, looking to build a formidable board should black leave a blot and it's hit.

55: 13/3(2)



White to play 62

White's looking to make their 5-point and to this end the correct move is 13/7 13/11. I must admit I had favoured playing safe (leaving just double-fours) by playing 13/7 9/7 . . . and it would have been a blunder! The actual move leaves black 44, 64 and 62 (13.88%); but it gives white 18 rolls (50%) to make the 5-point.

11) 62: 13/7 13/11 64: 24/14*

Bang! Getting hit has sent white's game winning chances from 59% plummeting

down to 14%.

12) 62: 25/17*

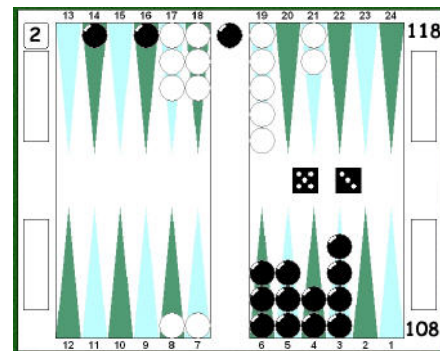
What a cock-shot! 62 off the bar sends black reeling back and white's percentage jumps up to 54.8%.

63: 25/16*

Amazing dice! White blazes off the bar and hits back; and white slips down to 17.6%.

13) 52: 25/18*

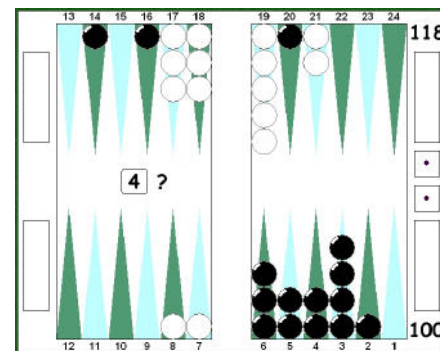
And it continues. What a sequence of rolls - no wonder players think the bots are cheating when such rolls occur!



Black to play 53

This is an awkward roll for black. I have to confess that my move was the same as the actual play, 25/20 5/2. I thought it better to come in on the 20-point instead of the 22-point; but Snowie disagrees. It plays 25/22 14/9. I can only think that its only virtue is duplicating 1s and 2s. It gives white hitting chances with everything except 66. According the Snowie its move gives fewer gammon wins (2.3% fewer) but it does slightly increase game winning chances by 0.8%.

53: 25/20 5/2



White cube action?

Everyone makes the correct decision. re-double/take. If white doesn't re-double their equity is 0.528, if they re-cube and

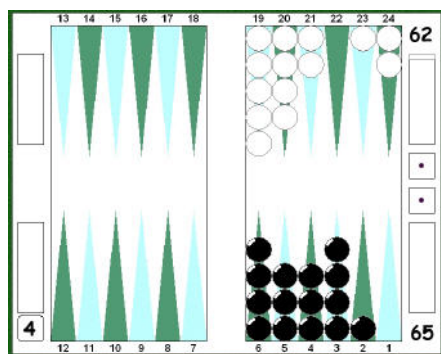


it's taken it moves up to 0.596. If black drops their equity goes to -1.000; but if they take it remains at -0.596. Black has a much better position if one ignores the blots and is 18 pips up in the race. The percentages are in favour of the re-double/take assessment; 61.6% to 38.4% in white's favour. According to the stats, white's doubling window is 53.3% (well within the current 61.6%) and white's take-point is around 23% (also well within the current 38.4%).

- | | |
|------------------|------------|
| 14) Doubles to 4 | Takes |
| 15) 31: 8/5* 6/5 | 65: Dances |
| 16) 41: 17/12 | 65: Dances |
| 17) 65: 7/1 6/1 | 63: 25/16 |

This 63 makes a difference for black. Their percentage goes from 20.3 on the bar to 33.9%. However, yet another double, this time double-six ensures white doesn't come under any pressure.

- | | |
|-----------------------|-------------------|
| 18) 66: 18/6 12/6 8/2 | 44: 16/12(2) 14/6 |
| 19) 11: 7/5(2) | 53: 12/4 |
| 20) 62: 8/0 | 43: 12/5 |
| 21) 61: 6/0 1/0 | |

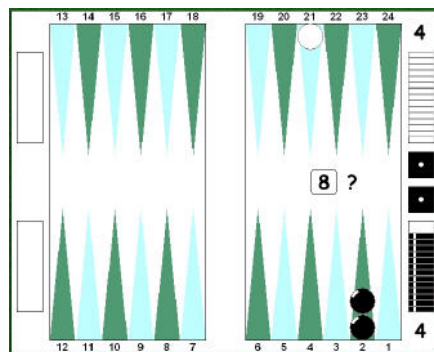


White on roll

Both now into the bearoff and white is trailing by just 3 pips in the race. White, on roll is at 68.3%, black 31.7%. It's all down to dice. I prefer black's position – they've got better distribution and are unlikely to strip too much, whereas white will soon be stripped on their lower points.

- | | |
|-----------------|-------------------|
| 22) 52: 5/0 2/0 | 54: 5/0 4/0 |
| 23) 21: 5/3 1/0 | 44: 6/2(2) 4/0(2) |
| 24) 65: 6/0 5/0 | 32: 3/0 2/0 |
| 25) 52: 5/0 4/2 | 63: 6/0 3/0 |
| 26) 33: 6/0(2) | 54: 5/0 5/1 |
| 27) 21: 3/0 | 61: 6/0 1/0 |
| 28) 62: 6/0 2/0 | 53: 3/0(2) |

If you think that all the action is over by now, think again! The game is cranked up another notch by Harald and Elliott as we come to a very crucial re-doubling position:



Black cube action?

Well it couldn't be closer, 4 pips each and black has only ten bad rolls - all 1s except double-one. This is a classic reference position and is paradoxically a re-double and a take. Black will win outright 72.2% of the time, when it fails 27.8% of the time white has to clear on one roll, and the only roll that won't do it for them is 21. Generally a player needs approx. 25% to take; and white has 27.8%. If black were to drop this cube then the score would shift to 1-away, 6-away, a position which leaves them just 10% match winning chances. It's a take!

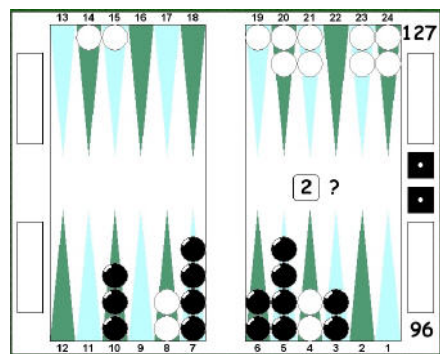
- | | |
|-----------|--------------|
| 29) Takes | Doubles to 8 |
| | 21: 2/0 2/1 |

Poor black, they roll an anti-joker and fail. Their only hope now is that white rolls 21 (5.6%). . .

- | |
|------------------------------------|
| 30) 65: 4/0 they don't! |
| Wins 8 points and the match |

That concludes my contribution from Istanbul. Now I reproduce a contribution by Harald that appeared on his web-based backgammonmagazin. The first position involves our own, Chris Ternel. Chris made it to the semi-finals.

The Decisions that Decided the World Cup 21-Point Semi-final



Bolge (B) 18 Ternel (W) 17
Black on roll. Cube action?

Black leads the race by 96-127 (31 pips). That means that black's winning chances in a pure race are about 8%. White's chances to hit a checker are not that high. He can't keep the block on the 17-point. He has not the time for it. As soon as Black's 10-point is stripped, he has 9 or 11 (depending on White has no more 17-point) numbers to clear that point. He should have time to clear the 10-point for the next 4 rolls. So Black is a big favorite to clear the 10-point safe.

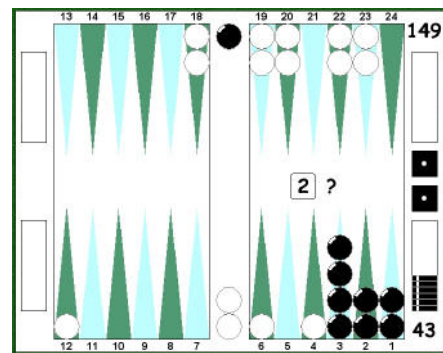
Let's say White gets a shot in a third of the games and hits more than every 3rd shot. So he wins about 10% additional games by a hit.

White's take-point at the actual match score is higher than in a game for money. Black threatens to get a Crawford lead by winning two points! Although White has a powerful redouble with a 40% take-point for Black, White's winning chances are not high enough to justify a take.

White is almost too good to double. Black has a clear pass. (Black wins 82% single 5% gammons; White wins: 18% single 0.6% gammons).

Karsten Bolge doubled and Chris Ternel took and lost a gammon and the match.

21-Point Semi-final



Christensen (B) 7 Ongel (W) 9
Black on roll. Cube action?

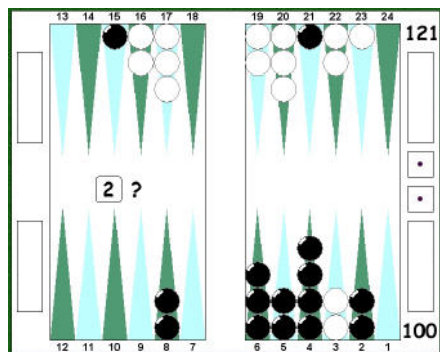
Black got hit while bearing off against four checkers on the bar. White's 4-point is open and White still has two checkers on the bar! If Black brings his back checker to safety, he is able to score a gammon for sure (over 40% of the games!). Black should wait at least for another roll. The position is too good.

Correct cube action: No double - pass.

Tobias Christensen doubled and Engin Öngel took. Engin Öngel redoubled prematurely and won 4 points and the match by 21-9.



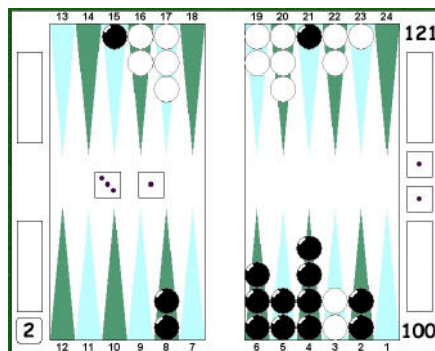
23-Point Final



Bolge (W) 19 Ongel (B) 21
White on roll. Cube action?

White has to double now. The position is very volatile White is clear favorite to

win the game and White is able to win some gammons by attacking Black's back checker. Gammon wins win the game for White.



White to play 31

With a 31 White should go for his game plan: Attacking Black's back checker (8/4*).

White doesn't have to fear gammon losses any more! White has to maximize his wins and gammon wins!

Karsten Bolge didn't attack, covered on the 2-point and placed a spare checker on the bar. Engin Ongel escaped with a six and won the game and the World Cup VI.

In the Final of the Scottish Open, Tim Line (w) and Ron Havenhand (b) both played well; but they did manage to play a few rather large blunders between them. And by large I mean LARGE in that they vary from -0.209 to -0.331! In total there were 9 such blunders, six from Tim and three from Ron. According to each player they both admit that over the weekend they both played above themselves; and Snowie certainly backs this up by rating Ron as Advanced and Tim as Intermediate (although I do think Tim's rating from Snowie is perhaps more accurate).

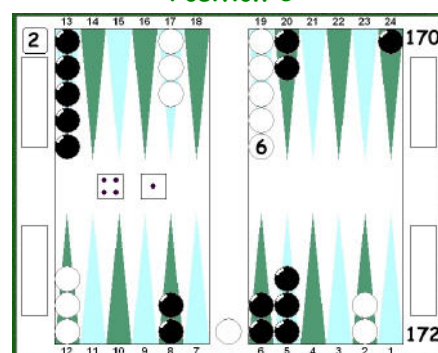
Take a look at the positions our finalists found themselves in and see if you would have fared any better. Award yourself points for positions and see at the end of the article where you came in relation to Tim and Ron. All positions are to 11 points.

Giving it large... By Michael Crane



Tim Line & Ron Havenhand

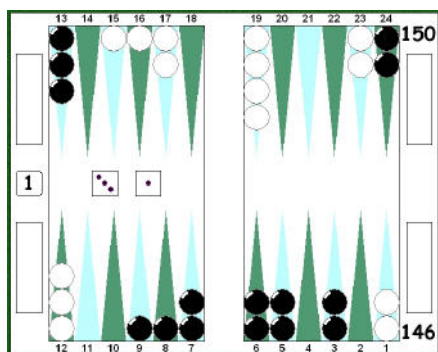
Position C



Black 6 White 6
White to play 41

25/21 23/22
25/24 13/9
25/24 6/2
25/24 8/4

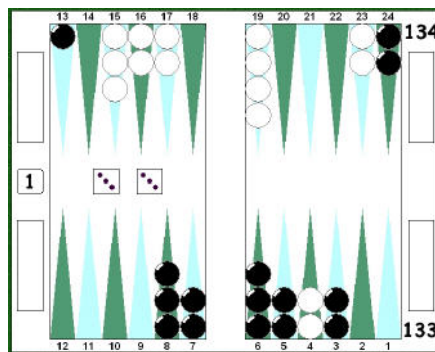
Position A



Black 4 White 2
White to play 31

24/21 10/9
10/7 8/7
8/5 6/5
13/9

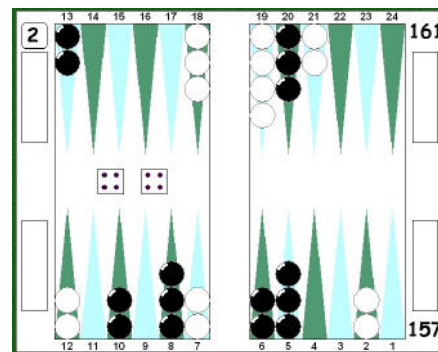
Position B



Black 4 White 2
White to play 33

8/5(2) 10/7(2)
10/7(2) 6/3(2)
8/5(2) 6/3(2)
10/4(2)

Position D

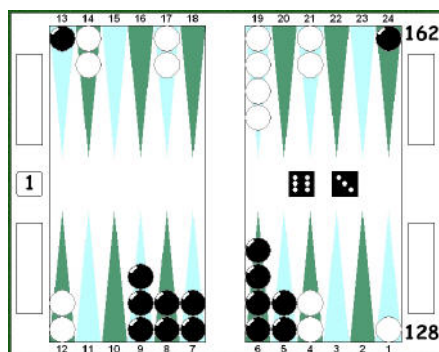


Black 6 White 6
White to play 44

18/14(2) 13/9(2)
13/9(2) 7/3 6/2
13/9(2) 6/2(2)
13/9(2) 7/3(2)



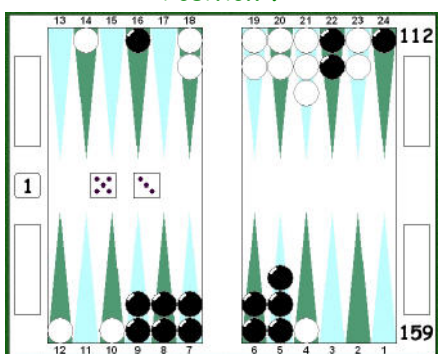
Position E



Black 8 White 6
Black to play 63

13/7 9/6
13/7 6/3
9/3 6/3
24/15

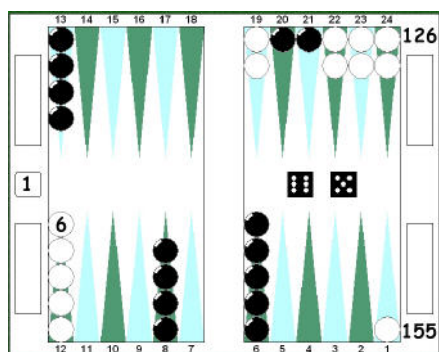
Position F



Black 8 White 6
White to play 53

11/6 4/1*
15/10 4/1*
13/8 4/1*
13/8 11/8

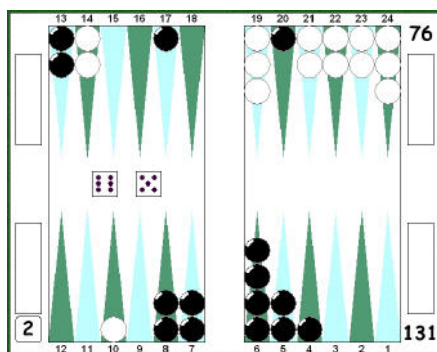
Position G



Black 9 White 6
Black to play 65

21/15 20/15
13/7 6/5
21/10
20/9

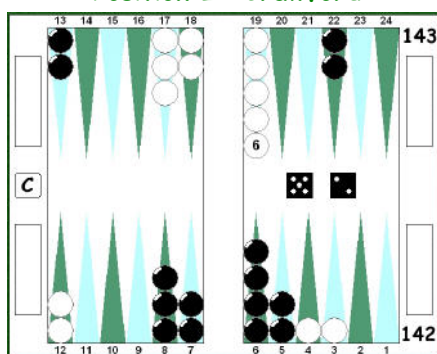
Position H



Black 9 White 6
White to play 65

11/5* 15/10
11/5* 11/6
11/5* 6/1
15/4

Position I- Crawford



Black 9 White 10
Black to play 52

22/20 8/3*
13/8 6/4*
8/3* 6/4*
22/15

Position A - Answer

I have just written a book for beginners called, *Teach Yourself Backgammon* (catchy title, eh?) and in it I stress the importance of making the 5-point, or, as Magriel calls it, your opponent's Golden Point. It's a fairly safe bet that if there are still two runners on your 1-point then it's correct to make it. This position is no exception. Making the 5-point is very strong here and, although the move does leave three blots they are all indirect.

It might seem to a lot of you that the best move would be to make the bar-point, 10/7 8/7, but this in fact is the worst of the options. White needs home-board points; and the 5-point is the one that he needs the most. It is very important to make your own 5-point if you can.

Picking up the blot by playing 13/9 was Tim's move, but, it's not a strategic point and by making it, Tim has stripped away his last remaining spare checker off his mid-point.

The split & cover, 24/21 10/9 isn't too bad and is the only one (apart from the best play, of course, that isn't a blunder. It does tidy up white's outer board but it also places the 21-point blot in some danger.

4	8/5 6/5	
3	24/21 10/9	-0.035
2	13/9	-0.238
1	10/7 8/7	-0.259

What happened next: Black rolled 51 and correctly played 13/8 9/8.

Position B - Answer

The actual play of 10/7(2) 6/3(2) looks good, doesn't it? But, you know that if it's the actual play then it is also a big blunder! Black must be kept in so that his small holding prime can crumble, this play lets him out too easily.

Once again the 5-point is key. It has to be made; but with the bar-point or the 3-point? Well it has to be the bar-point - the idea being to stop black escaping easily (or at all) and thus getting his prime to crunch. Playing 10/4(2) is very, very wrong; and I hope none of you actually played it!

What happened next: Black rolled 61 and played it 8/2 6/5 (-0.122); the better move being 13/7 6/5.

4	8/5(2) 10/7(2)	
3	8/5(2) 6/3(2)	-0.140
2	10/7(2) 6/3(2)	-0.320
1	10/4(2)	-0.569

Position C - Answer

NB: In positions C & D the cube was actually on two at the beginning of the game. Neither player spotted its incorrect starting location and this is where it remained, on two.

This is a case of where not to play to rather than where to play to. If you re-enter 25/24 then there are no good 4s. The actual play of 25/24 13/9 is the worst of the 4s; stripping the mid-point and offering up a teaser for the white anchor. Because 4s play so badly the only other play is 25/21 and 23/22. Black's hit & point rolls are few and white's chances of making the 21-point anchor are good.



1	25/21 23/22	
2	25/24 6/2	-0.161
3	25/24 8/4	-0.241
4	25/24 13/9	-0.289

What happened next: Black rolled 62 and hit the blot, without having to break his anchor.

Position D- Answer

One thing that has to be avoided here is isolating the runners. At the moment they are doing a good job of making movement for black difficult - and they still have communication with their mates on the 18-point. Therefore, moving 13/9(2) is one of the correct plays. Snowie then prefers to compliment this and make the 2-point by shifting some of the surplus checkers off his 6-point.

The 13/9 move will harm white's timing a little; but leaving the 18-point anchor will make black's mid-point checkers difficult to move without landing upon already owned points. By moving off the 18-point, white came out with a very poor position and lost a good amount of equity.

1	13/9(2) 6/2(2)	
2	13/9(2) 7/3 6/2	
3	13/9(2) 7/3(2)	
4	18/14(2) 13/9(2)	

What happened next: Black rolled 52 and made his 3-point.

Position E - Answer

Take a look at this from white's perspective: You're trailing 43 pips in the race after this move; and you'd love to knock a third checker back to claw a few pips back.

Ron played right into Tim's hands when he played 13/7 6/3 giving Tim a 58% chance to get his wish. If you have to move 13/7 then the only 'good' 3 is 9/6, and that is pretty awful too. The best move here by far is to simply run 24/15, by virtue that the other moves either expose another checker or stack. It would have been nice to have safetied the mid-point blot, but the 3 just couldn't be played constructively. Although 24/15 leaves two shots they are most at risk from 1s and 3s, plus 65.

1	24/15	
2	9/3 6/3	-0.161
3	13/7 9/6	-0.205
4	13/7 6/3	-0.243

What happened next: White rolls 52 and knocks back the blot, 24/22* 13/8.

Black's reply is 62, 25/23, 9/3* with the hit being a blunder because white comes in off the bar with 43, 25/22* 8/4; and now black has three checkers back. White then rolls 44 and dances, white rolls 64 and makes his 2-point placing a second black checker on the bar - and white dances again, this time with 22! White rolls 31 and makes his 5-point. A few rolls later and black's three checkers are all on the bar. By move 20, black has four checkers on white's side of the board; and then, under the threat of a triple hit . . .

Position F- Answer

Poor Tim, he gets a triple shot and misses! So, he goes for the next best thing in his opinion and makes his 8-point, 13/8 11/8; but unfortunately for him it is by far the worst play and gives away a ton of equity! The key here is to hit 4/1* and cover the 1-point blot as soon as possible. The best way to achieve this is to play 11/6. Playing 15/10 really puts pressure on the 16-point blot but the priority here is to protect the blot on the 1-point first.

1	11/6 4/1*	
2	15/10 4/1*	-0.149
3	13/8 4/1*	-0.257
4	13/8 11/8	-0.331

What happened next: Black rolls 66 and the match swings black's way with white on the bar and his last two checkers ending up behind a 6-prime. This 66 roll moved Ron from 52.6% to win the game to 77%. Soon both players have a checker(s) behind large-primes but it is Tim who crumbles first and it is Ron who comes out winning after a cube-out.

Position G- Answer

Quite frankly there can be only one move here and that is the excellent, 21/15 20/15. The equity loss with any other play is huge; Ron's move of 20/9 cost him -0.209, and it was the second best move! I can see what he's trying to do, make a point next roll; but he's failed to see he could have made one this roll.

1	21/15 20/15	
2	20/9	
3	21/10	
4	13/7 6/5	

What happened next: Tim cubed, and Ron took. He never did manage to make a point with that checker; and the one he left behind ended up on the bar facing just an open 20-point (5-point) to re-enter onto. He eventually re-enters, which is the next position.

Position H - Answer

Clearly the hit 11/5* is correct so we can throw away 15/4 right now. The problem is, what do we do with the 5? Well to learn this we need to know what we want to do next - and the answer is we want to cover the blot else move it to safety. We don't have any control over moving it to safety, that's in the lap of the dice Gods; but we do have some say in the cover. The best way to maximise this outcome is to move 15/10 and leave a triple cover, 6s, 5s and 1s; and if we don't roll any of those, then 2s, 3s and 4s will safety it - a good move. It's a pity that Tim didn't see it, he moved both checkers off his 11-point leaving just 1s and 64 or 55 to cover it.

1	11/5* 15/10	
2	11/5* 6/1	
3	11/5* 11/6	
4	15/4	

What happened next: Ron danced with 32, Tim rolled 22 and got it safe, 5/3 15/9. Tim soon picked up the second blot and eventually rolled out for the gammon, taking the match to Crawford.

Position I - Answer

With the score at 9-10 Crawford against him, Ron needs a gammon to win the match. He will survive with a single win but he should be looking at the gammon. His play of 22/20 8/3* doesn't really make any impression on either objective: 19.7% gammons, 59.7% singles. The best play here is the double hit, 8/3* 6/4*; he's not worried about losing a gammon and therefore this play gives him the best chances of winning one, 26.6%, or 66.1% for the single.

1	8/3* 6/4*	
2	13/8 6/4*	
3	22/20 8/3*	
4	22/15	

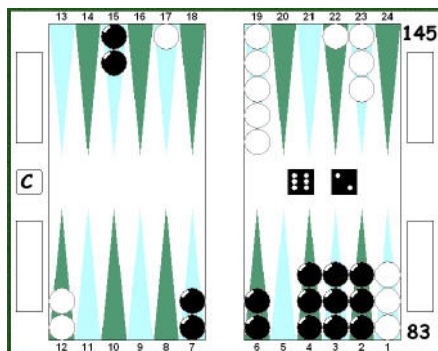
What happens next:

Ron Havenhand : 9	Tim Line : 10
05) 52: 8/3* 22/20	51: 25/24 21/16
06) 54: 8/3 13/9*	61: 25/24 8/2
07) 53: 13/8 6/3	32: 7/5* 5/2
08) 43: 25/21 21/18*	65:
09) 21: 9/7 6/5	55:
10) 41: 8/4 5/4	43:
11) 42: 22/18 8/6	32: 25/23 6/3
12) 43: 6/2* 18/15	33:
13) 33: 18/15 7/4 5/2 5/2	61: 25/24 8/2

In the next position Ron is looking very good, he's got gammon chances (almost 30%) and is favourite to win a single



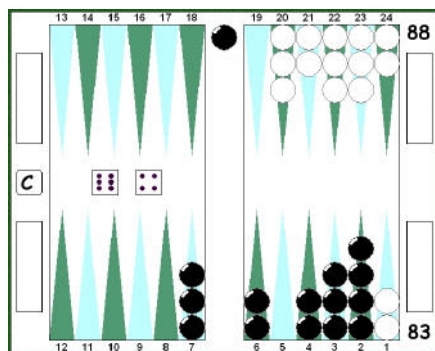
(approx 80%); and he plays this with just a slight error:



Black to play 62

Ron moves, 15/7. He's done two things here, gotten a checker safe and duplicated 3s; but I am an exponent of 'nearest-safest' and I think he should have played both from the 15-point. Both blots can only be hit by double-four and the direct shot is only 1s; a total of twelve rolls. Tim rolled the Joker, 33.

14) 62: 15/9 9/7 33: 13/10*(2) 6/3(2)
 15) 21: 25/24 4/2 21: 3/1* 2/1
 16) 21: 11: 8/7 7/6 6/5 6/5
 17) 63: 64: 24/20 20/14
 18) 53: 66: 14/8 10/4 10/4 8/2
 19) 66: 31: 6/3 6/5
 20) 33: 55:
 21) 22:



White rolls 64

A timely 64 keeps Tim's Championships hopes alight . . .

22) 32: 64: 24/20 20/14
 23) 33: 65: 14/8 8/3
 24) 43: 62: 3/1
 25) 65: 25/19 19/14 52: 3/1
 26) 41: 7/3 2/1 43: 24/20 5/2
 43: 20/16 16/13
 This is Ron's last chance to save the match . . .

27) 63: 14/8 7/4
 . . . but he misses and it's now a race; and one that Tim wins.

So, what was your score? Well, really you should have scored 9 because all moves, other than the best, were all blunders except for one error. The actual moves scored 28; did you do better than that? If so, were you at the Scottish Open? And if you were, why didn't you win it?

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Play65 British Open

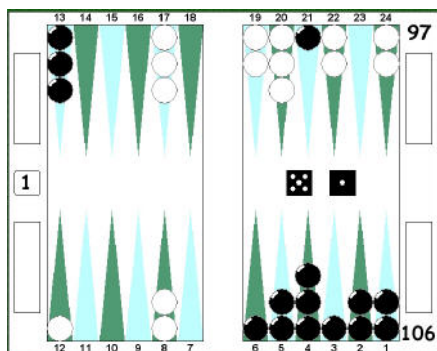
Report by Michael Crane



There's a trend being set with British Opens; and it began last year with Rachel Rhodes. Biba historians among you will now know who came out on top in the **Main (72)** from the Final between Nigel Merrigan and Tony Lee. However, for those of you not too familiar with past British Champions, read on and discover who the 2006 winner was.

In a match that went to thirteen games and included 411 moves it wasn't without its errors or blunders. Tony made 32 errors including 11 blunders as opposed to Nigel's 20 errors and 9 blunders; the majority of those errors from checker-play.

With the score at two-all, Tony (b) had to make a decision - hit or not:



He thought about it for a while and then hit playing 13/12* 6/1. This returned an equity of -0.274 compared to Snowie's choice of 21/16 4/3. Nigel's return shot was 43 and a double hit, 25/22* 8/4* and it was this two-in-the-air that made life very difficult for Tony.

The third blot was picked up a little later and he was soon facing a closed board and approx. 90% gammon losses . . . and as expected Tony lost the gammon.

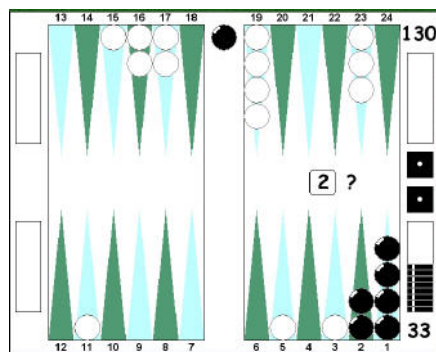
On the video tape Tony can be heard asking Nigel, "Would you have hit with the 51?"

To which Nigel replies, "No way!"

Much later in the game with the score on 5-8 to Nigel, Tony shipped across the

cube in this position in the next column. Snowie tells us this is much too good to double and is an easy drop - so Tony cubes and Nigel takes! The take gives Tony +0.422 with approx. 34% gammon chances; which is more than enough to take four

points. Up to this point Nigel's cube decisions had been pretty good - this one was a surprise; and a costly one at that.

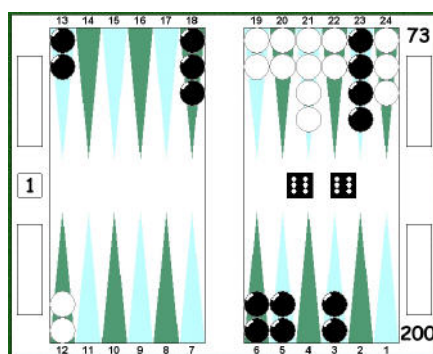


Black cube action?

Eventually the match went to 9-9. Now most books and experts will tell you at 2-away, 2-away it's a double at the first advantage - and on my Snowie analysis screen 'cube hot' positions are highlighted in yellow; and there was a lot of yellow, I can tell you! But, the cube wasn't used by either player. Tony soon became embroiled in a holding/back game . . . he couldn't decide what strategy to play.

It came down in the end to this position:

Black to play 66



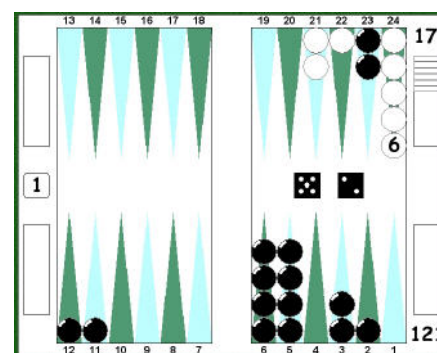
Tony played it 23/17(2) 13/7(2) and he waited for the hit. He didn't have to wait too long; on his next roll Nigel chucked out 62 and left a double shot on . . . and Tony rolled double-four and missed! He played 18/2 and then Nigel rolled 21.

Unable to get the blot safe Nigel crawled a little closer, 13/10. Tony missed again, this time rolling 66, 17/5(2). At least it



was a good racing number. Nigel then leaps over the block with 55 and his beaorff began.

Nigel's gammon chances now stood at almost 72% when Tony has another go at him as can be seen in the following position . . .



. . . and Tony misses with 52, Nigel rolls 55 and two ineffectual rolls later Tony concedes the gammon and the match.

So, Nigel Merrigan becomes the second player to win the British Open twice; his first victory being in 1993 when he beat John Broomfield. The only silver lining so far as the rest of the entrants was the fact that Nigel wasn't in the winner-takes-all prize fund; and therefore there's a nice wad of £630 already in the pot for the County Cups Trophy on 6/7 May.

In the **Consolation (68)**, David Startin joined in in Round 3, and from there he progressed to the Final beating, Steve Lynch, Brian Lever, Chris Ternel, Julian Fetterlein and Felix Vink . . . a bloody hard draw by anyone's standards! By now he must have felt invincible and he soon made the final his by beating first, John Harrison and then Ann Pocknell to take home the winner's trophy - and Ann the Runner-up.

In the **Last Chance (64)** there were a few re-entries giving everyone a good crack at getting into the last sixteen. Finalists, Stuart Mann and Nicky Check didn't need any second chances - they got there on their first attempt. Mind you, Stuart would have liked a second chance then



for he lost to Nicky and had to content himself with the Runner-up trophy.

The cleverly titled, **Last Last Chance (32)** was an open draw and one player that took advantage had the dubious honour of being beaten by both finalists! Steve Rimmer lost to Jeff Barber in the 1st Round - and, after re-entering, he lost to Eamon Keogh in the Semi-finals. In the Final, it was Jeff that prevailed leaving Eamon as the Runner-up.

Play65, the tournament sponsor was again generous enough to repeat the success of *Pass The Buck* and it started out with Lawrence Powell. Unfortunately he lost it after three rounds to Eamon Keogh, he lost it to Ray Tannen and Ray lost it to Tony Lee . . . and he lost it in the Final to Nigel! The poor Buck, by the time it was in Nigel's clutches it was only worth twenty quid to him.

Over the weekend, one notable absentee was John Slattery. Apparently he had to fly to Thailand to look after his many properties. By my reckoning he must own half of Thailand by now the amount of time he spends over there! He wasn't present in person but he was in the form of a raffle for a *Hatrick* board - which was won by Ian Tarr . . . who added another *Hatrick* board to his collection.

In the **Friday Jackpot (16)** Brian Lever

came out on top against Jeff Barber and in the **Poker**, John Gilbertson came out the winner. Not to be outdone and in the spirit of sibling rivalry, Paul Gilbertson won the **Poker Grand Prix (26)** on the Saturday - thus maintaining a Gilbertson presence in the poker. **The Doubles (8)** saw *Don't You Wish You Were Scottish* wishing they hadn't bothered: *Mainly Foolhardy* ended up mainly fools and *Anchors Revisited* stayed for a very short visit. The winners were a scratch team, *International Jet Set*, who made fools of *April Fools* as they took home the bigger part of the dosh.

Finally

The 2006 **Play65 British Open** was a testing ground for Mike Main and Sean Williams's Excel-based tournament program. I let Mike 'run' it on the laptop and the results were splashed over a screen behind the Registration Desk. This proved to be very popular - with the players because they could easily see who was where; and me because I didn't have to mess about with drawsheets and Tippex! It was a great success and one I am willing to repeat any time Mike wants to. The program is the brainchild of Mike and Sean - but the lion's share of the credit goes to Sean. Mike designs it and then Sean has to write functions that actually carry out Mike's ideas. I know who's got the easier job!

Thanks also to Play65 for the trophies and prize money. Look out for more from them in the Bibafax and on the Biba website . . . and look out for me playing online, my username is



Match detailed statistics		
Player	Tony Lee	Nigel Merrigan
Rating	intermediate	advanced
Overall	10.544/33.852	7.067/29.036
Errors(blunders)	32(11)	20(9)
Checker play errors		
Checker play	6.497/22.856	4.325/20.247
Errors(blunders)	23(5)	15(6)
Double errors		
Overall	2.344/6.951	0.756/3.663
Missed double	2.296/6.807	0.683/3.490
Wrong double	0.048/0.143	0.073/0.172
Errors(blunders)	7(4)	2(1)
Take errors		
Overall	1.703/4.046	1.987/5.125
Wrong take	0.000/0.000	1.075/3.228
Wrong pass	1.703/4.046	0.912/1.898
Errors(blunders)	2(2)	3(2)
Favorite:Nigel Merrigan @ 54.82% - 45.18%		



2006 Play65 British Open
Nigel Merrigan & Tony Lee

More pictures on the next page ►



Consolation
David Startin & Ann Pocknell



Last Chance
Nicky Check & Stuart Mann

Last Last Chance
Eamon Keogh & Jeff Barber



Miss. Stella's Revisit of the Ward Formula

By Nigel Merrigan

In the space of 24 hours, I had two meetings planned, one with a certain Miss. Stella Artois and the other with a World Class thoroughbred; no, not the ante-post favourite at 2.45 Cheltenham, but rather with the going is good Mr. Julian Fetterlein. Miss Artois's presentation went down well with all the taste-buddies, although, there was a moment of interstellar hostility brought on by a near scare of out-of-Stella experience. Miss Artois's justification for infringing on the use of common sense was in accordance with the journal of Ferengi rules of acquisition ALC. Vol. 5.5: In the absence of brain function, please feel free to continue to inebriate your fellow backgammon compatriots with jabberwocky logic. In Miss Artois's absence, I was able to chat with Julian concerning the issue of crossovers in race bear-off positions; in particular, how to calculate the value of crossovers. With his assistance,

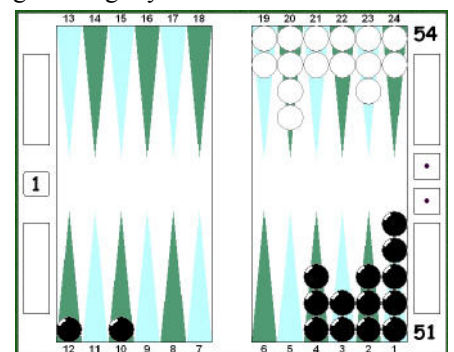
I have refined the calculations, so here goes.

The focus of this article is race bear-off positions. Of particular interest is Wards racing formula (see Marty Storer, Forum Archive, Jan 92). Compared to Thorp's 77% accuracy rate, the Ward formula commands a chunky 90%. A 10% retainer is reserved for a few minor irritations in accuracy, but otherwise it cuts the mustard in most positions. The majority of the step method formulas share continuity when assigning penalties for extra outfield crossovers – $\frac{1}{2}$ a pip for each crossover. Assuming the least awkward types of bear-off positions with very little variance in the way of extra crossovers, this additional $\frac{1}{2}$ a pip works pretty well.

In the money game position below however, the picture is far from straightforward. An application of the Ward

formula predicts redouble – take, whereas extensive rollouts (Storer, 92) indi-

cate redouble – pass. Recent rollouts confirm redouble – pass with Black winning 79.1%. Marty's evaluation highlights a key point to this position: the checkers in the outfield throw themselves at the mercy of the Ward formula, which grants them leniency. In summation, each checker is fined the paltry sum of $\frac{1}{2}$ a pip for the crime of vagrancy. Did they get off lightly?



White on roll - Cube action



Rollout: Money equity: 0.582
 0.0% 0.0% 79.1% 20.9% 0.0% 0.0%
Evaluations
 Double, pass 1.000
 No double 0.841 (-0.159)
 Double, take 1.012 (+0.012)
Proper cube action: Double, pass

According to Kleinman, extra crossovers can in general be significantly harmful (see Storer, 92). White's position certainly qualifies for stiffer penalties for the extra crossovers. The question is why and by how much. Positions of this nature are interesting because of the dynamic interaction between wastage, gaps and crossovers. The plausibility of crossovers being the main determinant when considered alongside its counter-parts deserves further study.

The scope of this article postulates that crossovers as a causal factor produces a negative effect on wastage greater than the causal effects produced by gaps on crossovers. For instance, in the given position, Ward's assessment of the gaps on the six and five-pts cost between 0-1 pips. The interaction between wastage and extra crossovers cost 1.94.

$P(W + EC's / PC * 100)$

- W - Wastage obtained from the Ward formula
- EC's - number of extra outfield checkers
- PC - raw pip count
- P - Number of pips to the home board (adjusting for gaps)

$11 (7 + 2 / 51 * 100)$

The initial calculation $(7+2/51*100)$ yields an interesting ratio worth discussion. White's position is not completely pipish. In fact, 17.6% of White's position is rollish - a product caused by the wastage to crossovers interaction. Recent rollouts indicate White wins 20.9% of the time. In turn, the probability of White winning from a pipish position is $82.4 - 17.6 = 64.8\%$ compared to her 35.2% chances of winning from a rollish position.

In reality, White's winning chances would largely depend on her rapid bear-off formation. For this to take effect, she will need to roll Yatzee. Unfortunately, for her, she will never get the chance to play the game out because of the inefficiency produced by the pips (64.8%) to rolls (35.2%) ratio - assuming cube skill is not synonymous with the Neanderthal characters from the Guinness advert. Opt

for the middle one; he may double late - 4000 years too late. On the other hand, if you are playing someone useful you can expect the rock to be non-prehistoric and on time 2006 Greenwich.

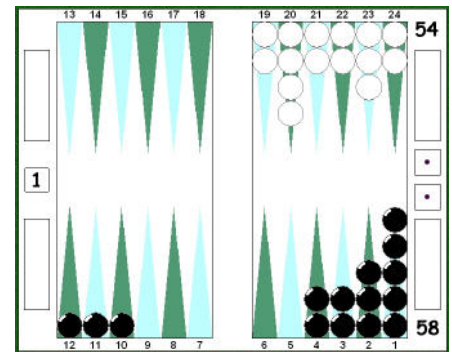
It gets worse when we complete the formula. Firstly, White's winning chances from a rollish position are $35.2 * 20.9 = 7.35\%$ compared to 13.56% pipish. Secondly, the 1.94 ($17.6 * 11$) pips she picks up in penalties for the pips the extra crossovers produce will Pac-Man some of her rollish potential.

The Ward formula evaluates the position as a redouble, take with Black and White's adjusted counts yielding 58.3 and 59 respectively. With the extra penalties, White's adjusted pip count is 60.94 shifting a redouble, take (0.7) to a redouble, pass (2.64) 0.64 shy of a take from the moon. If you have omitted step six of the Ward formula, then applied Kleinman's $D \wedge S$, how much change do you get back from a 1296 rollout? Unfortunately, the Chancellor of Black's checkers advocates a no respite policy for pip-dodgers. In a laboured response, you argue that 78.9% is a fair price to pay for a rollout costing 79.1%. For god sake, you cry; 0.2 is but a Blair, blur.

You may ask does the formula have any substance concerning validity. In response, consider this direction of reasoning. Firstly, Ward assigns values for Wastage and Gaps independently from each other; implying there is no direct correlation between the two. Secondly, it is not clear whether the value of $\frac{1}{2}$ a pip for each crossover is in direct relation to the Wastage or Gaps, although, from the text, credence favours gaps. This leaves Wastage and Crossovers as a potential significant relationship that has gone partially undetected. You may think of wastage and crossovers situated on opposite extremes of the continuum. A tug-of-war ensues between pips and rolls creating inefficiencies in the position.

Regardless of the type of investigation undertaken, there is always the possibility of extraneous variables producing the desired outcome, other than the operational variables under measurement. In turn, any measurement may possess validity in the absence of reliability. In view of these factors, consider the next problem. It is the same position with one alteration, the third checker on White's four-pt is now on her eleven-pt. If you were to perform a Ward count and convert it to a percentage, you would get a

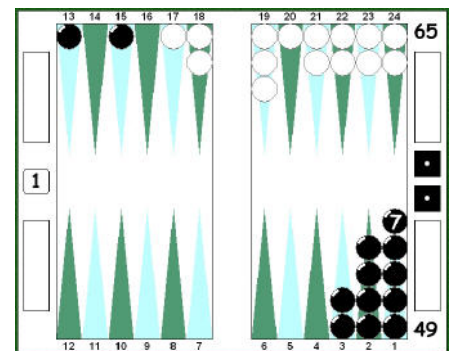
figure of 87%. A 1296 rollout gives 90.6% with the formula producing...wait for it...90.4%.



White on roll - Cube action

Rollout: Money equity: 0.582
 0.0% 0.0% 90.6% 9.4% 0.0% 0.0%
Evaluations
 Double, pass 1.000
 No double 0.961 (-0.039)
 Double, take 1.555 (+0.555)
Proper cube action: Double, pass

At this point, you may be screaming for a more detailed demonstration of how to calculate the value of crossovers (+ WC's) in complex positions over the board. This the final position popped up while playing John Harrison in the third round of the British Open. If I have the position slightly out of place John, it will add flavour for what is to come. In addition, the position is now for money with Snowie's evaluation omitted.



Black on roll - Cube action

Would you double in this position? You are 16 pips up with a rapid bear-off formation! If you were applying the Ward formula, you would have Black's adjusted count yielding $49+12+\frac{1}{2} = 61.5$ and White's $65 - 2 = 63$, double - take (according to interpretation). After the game, John estimated my WC's in the region of 55-45, no double - take, impressive for a Chap who has been playing for six weeks. I know I'm getting to it! An application of the Majestyk formula gives the following:



$$19 (12 + 0 / 49 * 100) = 4.6$$

Wastage = 12 with 0 extra checkers since White has 3 to Black's 2, so $12/49 * 100 = 24.5\% * 19$, the number of pips the crossovers produce to get to the 5 & 4 -pts which gives 4.6 penalty pips. Since White has three crossovers ($\frac{1}{2}$ a pip for each), we can subtract 1.5 giving us 3 penalty pips to add to Black's raw pip count i.e. $49+3 = 52$. Now we are ready to apply the Ward formula.

Black's adjusted pip count is: $52 + 12$ for the wastage + a $\frac{1}{2}$ for 1 extra crossover i.e. Black has 4 crossovers to White's 3,

yielding 64.5 White has $65 + 0$ for crossovers since Black has the greater number of crossovers + $2 \frac{1}{2}$ for potential wastage & gaps - 2 for each extra home board pt = 65.5. Where have those 16 pips gone! An application of Kleinman's $D \wedge S$ gives a ratio of .198 or 63.4%. A 1296 rollout indicates that Black wins 63.7%, no double - take.

In summary, does the Majestyk formula reflect the existence of a relationship between wastage and crossovers? No, it does not! It does much more than that. It takes in to account wastage, gaps, crossovers, and pips the crossovers produce,

indicating a greater cross interaction that produces a strong negative correlation. Estimating short and long crossovers need not apply any further as the Majestyk formula takes care of it accurately. You only have to compare Black's penalty pips to White's to tell you that. I suppose the only thing left is can you apply it over the board? Yes, on the basis that Miss. Artois does not catch your eye and vaporizes any intention you had of putting backgammon before the lovely Stella.

Competition 2006 No2, 8201-06 Questions

By Michael Crane

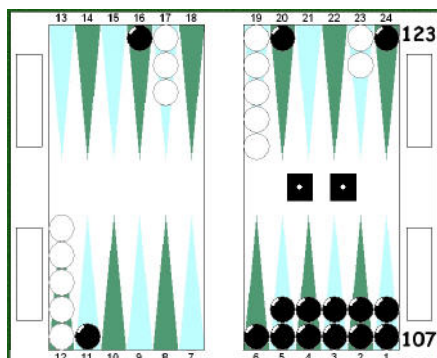
Welcome to the second of the three Competitions that make up the 2006 season.

- The winner will win £25 towards accommodation at any one tournament of their choice.
- The member with the highest points total at the end of the year will win £75.

Entries to be in by July 1st. 2006

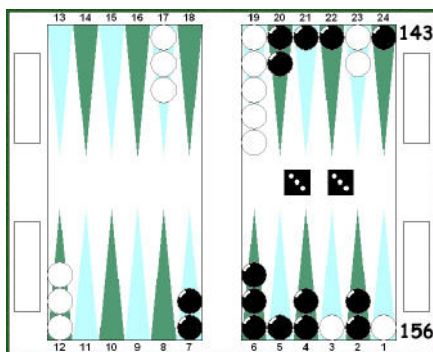
Email: to comps@backgammon-biba.co.uk
and all 'hard copy' to Biba HQ via Royal Mail.

8201



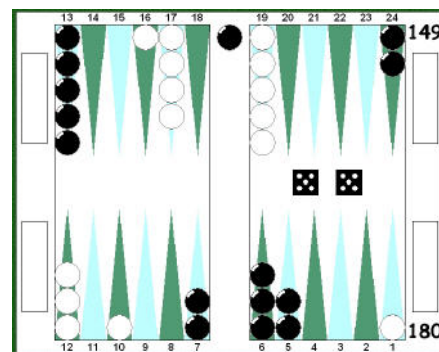
**11 point match
DMP
Black to play 11**

8203



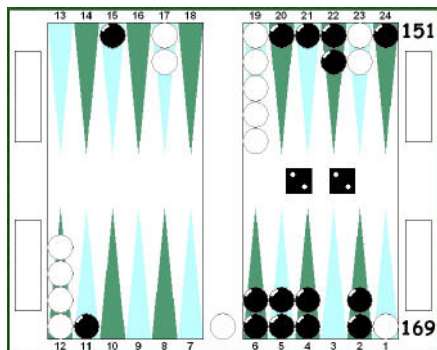
**11 point match
DMP
Black to play 33**

8205



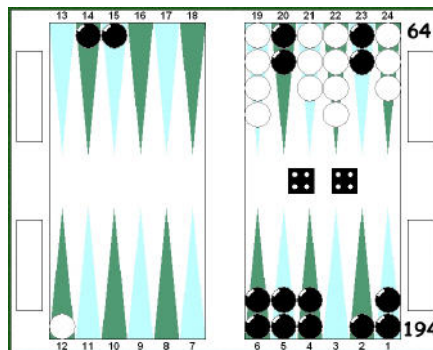
**11 point match
DMP
Black to play 55**

8202



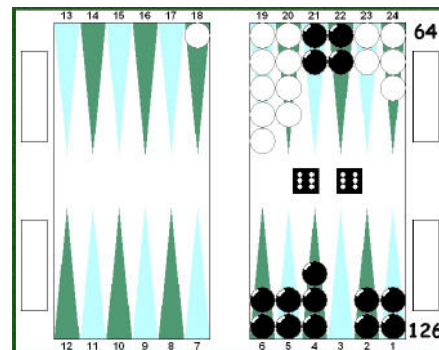
**11 point match
DMP
Black to play 22**

8204



**11 point match
DMP
Black to play 44**

8206



**11 point match
DMP
Black to play 66**



10th Mind Sports Olympiad 2006

August 26th to September 3rd

New London Venue ^{see below*}



Beginner's Tournament Saturday August 26 Play starts 09:30 (1 hour per round)	Qualification: Generally but not exclusively, the criteria for a beginner is anyone who has not previously won or has been highly placed in a backgammon tournament. The Director reserves the right to refuse entries if he thinks the entrant does not qualify for this category. Format: One day Swiss Format of 5, 3 point matches without the doubling cube. Prizes not given but 1st and 2nd will gain free entry into the English Open starting on Saturday, 2 nd September.
The London Cup Saturday & Sunday August 26, 27 Play starts 09:30 (2.25 hours per round)	Qualification: Open to all players. Format: Two day Swiss Format of 6, 11 point matches, three per day. 1st 2nd & 3rd will win Gold, Silver, Bronze.
1-point Wipeout Monday August 28 Play starts 09:30 (continuous play)	Qualification: Open to all players Format: One day Round Robin of 1 point matches without the cube. Entrant accruing the most points will be adjudged the winner, etc. 1st 2nd & 3rd will win Gold, Silver, Bronze.
Biba 1-Day Challenge Tuesday August 29 Play starts 09:30 (1.25 hours per round)	Qualification: Open to all players Format: One day tournament of 5, 5 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze.
The Blitz Wednesday August 30 Play starts 09:30 (45 minutes per round)	Qualification: Open to all players Format: One day Swiss Format of 6, 3 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze.
Olympiad Championship Thursday, Friday August 31, September 01 Play starts 09:30 (2.25 hours per round)	Qualification: Open to all players. Format: Two day Swiss Format of 6, 11 point matches, three per day. 1st 2nd & 3rd will win Gold, Silver, Bronze.
English Open Saturday & Sunday September 02, 03 Play starts 09:30 (1.25 hours per round)	Qualification: Open to all players. Format: Two day Swiss Format of 6, 5 point matches, four Saturday, two Sunday. 1st 2nd & 3rd will win Gold, Silver, Bronze.
Amateur Olympiad Champion (based upon positions in above using the Pentamind formula) Full Biba Rules Apply	The Amateur Olympiad Backgammon Champion will be the player with the best aggregate result over four Backgammon tournaments (excluding the Beginners tournament). Aggregate results will be based on the number of Pentamind points scored for each of a player's four best results. No extra fee. The winner will be awarded a special trophy.
* At the time of going to press the venue hadn't been announced by the organisers. When the venue is known it shall be posted on the Biba web site and in the July edition of Bibafax.	

Competition 2006 No1, 8001-06 Answers

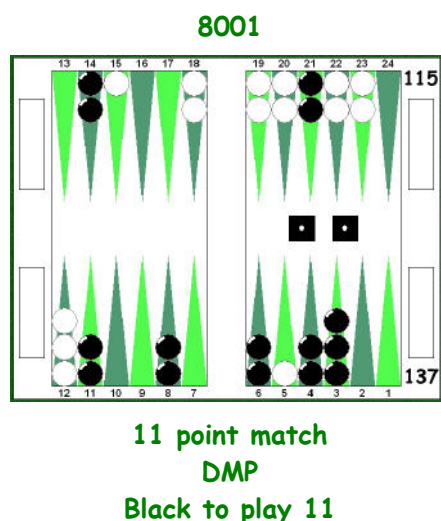
By Michael Crane

I thought I'd go for a Doubles Delight this time and have doubles 1s to 6s as my rolls. Normally, when faced with playing a double there's so much to choose from that I thought we'd get a good variety of different plays.

If the first answer is anything to go by it looks as if this might have been an error . . . perhaps even a blunder!

All entrants came up with the same answer for the first position!

Because everyone got it correct I'll let Snowie start . . . and I'll keep out of it!



Snowie: 8/7(2) 6/5(2)*

All of these positions are Double Match Point (DMP). Human beings are generally very poor at making the adjustments that such positions require. The only thing that matters is finding the move that wins the most games. You can't win a gammon, lose a gammon or be doubled out. Therefore you must maximise the usefulness of the men and put them to work efficiently. Only one of these problems is remotely easy so don't worry if you don't do too well - it is only the excellence of my silicon-based circuitry that enables me to solve such complex positions with confidence.

In this first position Black trails in the race and so must hit. White's position is too strong to hit loose and the pick and pass, 9/5*/4 exposes a blot unnecessarily so two of the ones must be played 6/5(2)*.

The choice for the other two lies between 14/13(2), 8/7(2), 11/10(2) and 11/9. Though 11/9 leaves only two hitting

numbers (63 and 65) it is the wrong idea. Black's plan is to pick up White's loose blot the White's 10-point and he doesn't want any distractions on the way. Also, the 11-point is valuable in its own right.

Because he trails in the race Black needs to maximise contact so his men on the 11-point and 14-point should remain where they are. That leaves 8/7(2) that, not surprisingly, turns out to be the best move.

And now everyone else will say the same thing – more or less . . .

Richard Biddle: 8/7(2) 6/5*(2)

Behind in the race here, I think we need to hit by switching points from the six-point to the five-point, even though no-one likes to give this point up. I think it is much of muchness as to where we play the other pair of ones. Probably to the seven-point as it makes it marginally more difficult for White to escape the checker on the bar. And if we can make the six-point again this will then become a valuable point once more.

Bob Young: 8/7(2) 6/5*(2)

Must hit some to win the race, so why not now? Splitting checkers in my outer board will certainly help to remake the 6-point, but any fly-shot by White will be too much of a gift. Pick and pass from the 8-point again leaves a risk return hit which is not worth taking at this score. Play safe, hope White dances, or enters poorly, pick up White's second blot and the tide will have turned significantly.

Steve Hallett: 8/7(2) 6/5*(2)

Black is 18 pips down after this roll with a three point board compared to White's four point board. Black must hit in the hope of being able to pick up White's second blot which would help his position considerably. There are two ways to hit 8/5* or 6/5*(2):

8/5* would be good if you could guarantee not being hit but with White's four point board is far too loose a play even at DMP so the hit must be 6/5*(2). We now have a choice of:

- 14/13(2)
- 11/10(2)
- 11/9
- 8/7(2)

After playing 6/5*(2) Black needs to try and remake his 6-point:

- 11/9 does give Black more pointing numbers (8) but does pay off to jokers 6/3 and 6/5
- 14/13(2) has least pointing numbers (4)
- 11/10(2) and 8/7(2) have 5 pointing numbers and all three plays are completely safe for this roll
- Because of White's strong board playing safe has it so its a choice between 11/10(2) and 8/7(2)
- 11/10(2) allows White to jump out with 6/5 giving Black a single shot only so 8/7(2) has it

Brian Lever: 8/7(2) 6/5*(2)

White is threatening to escape his last man and is way ahead in the race, so no passive shuffling play here. The hit is a necessity. However it must be a safe hit and not a loose one. White has the better board and structure, including the blocking bar-point, Black a rather diverse collection of (mainly) 2 checker points. There are only two safe hits but you only have to look at the resulting position after 8/5* 5/4 to realise that this isn't the one to choose.

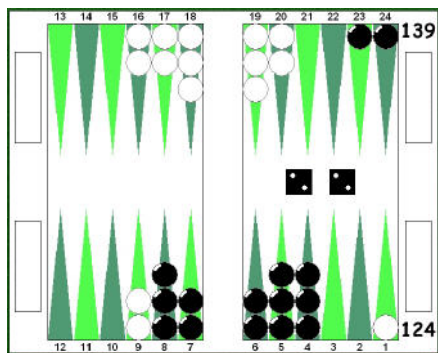
The other hit – 6/5*(2) is the play for the first half of the roll. The remaining 1s should similarly be played together – I can't see any advantage in, say an 11/9 split except to leave a mess to clean up. The obvious choice – to me – is to make the bar, 8/7(2). Good blocking if White re-enters on the 1- or 2-point, and if he re-enters on the 6-point, the checkers on the 11-point are far enough back to impede escape.

Rodney Lighton: 8/7(2) 6/5*(2)

It seems fairly obvious to switch from the 6-point to the 5-point to take away at least half White's roll and gain a few pips in the race. It is not entirely clear which other pair of checkers to move though. We need sixes to hit the blot on 15-point, but they are not duplicated. I chose 8/7(2) to block an entering 61, but doubt there is much difference between any of the plays 8/7(2), 14/13(2), 11/10(2).

OK, let's see if we can get a few entrants disagreeing with the next one on the following page ►

8002



11 point match
DMP
Black to play 22

Well, at least this time we have a division. Four entrants agree and two others (two if you count Snowie) pick one each. Let's see what the majority go with:

Richard Biddle: 24/22 23/21 5/1*

We do not have good timing here and will have to crunch our five-point prime before our opponent crunches theirs. For this reason we need to advance to the 21-point. This will instantly become a target as White wants to prevent us from anchoring. Therefore, I also propose advancing the second back checker to the 22-point. If our first checker is hit, we may still be able to come back on and anchor on the 21-point, putting pressure on White clearing their 9-point.

Steve Hallett: 24/22 23/21 5/1*

Black is ahead in race but has two checkers stuck behind White's 5-prime compared to White's one behind his 5-prime. Black would have liked to make his three-point but the dice didn't oblige so he has to make the most of this double two. Being ahead in the race he must come up to the edge of White's prime so 23/21 is a must. I also think that the checker on the 24-point must start moving so the second two is 24/22.

We now have the question of whether to

play safe, slot, or hit with the remaining two twos.

- Playing safe with 8/4 stacks four checkers on the 4-point and doesn't look right
- 5/1* takes a checker out of play and doesn't form part of Black's prime but it does rob White of half his roll and 25% of the time all of his roll but having another checker behind White's prime could be fatal for Black so is the risk of being hit worth it?
- 8/6, 5/3 has the advantage of duplication of White's hitting twos with the hope of advancing Black's prime if White doesn't throw a two
- As both 8/6, 5/3 and 5/1* leave a blot in Black's home board, kill or be killed says play 5/1* as 25% of the time White will dance, which just might allow Black to carry out a blitz ... So play 24/22 23/21 5/1*

Brian Lever: 24/22 23/21 5/1*

Black can't afford to play this roll passively; forget the idea of playing around in the home board with something like 8/2,4/2. White has much the better timing, so there's no question of out-priming. The only reasonable game plan is escape now. Firstly Black must use two of the 2s to advance to and towards the edge of White's prime – 24/22 and 23/21. Then he has a much more interesting choice on the other side of the board – either attack (with 5/1*) or slot (8/6,5/3). Hope nobody went for 8/4 (yuk!). The slotting play hopes for a 6 prime-making roll next go and duplicates White's hitting 2s on the other side of the board – trouble is, White will be happy to hit with 2s, 3s and 4s, and double 1s, 5s and 6s aren't bad either. Intrinsically I feel the slot is wrong – it allows White to attack when he's in a pretty good position to do so anyway. So attack him first with 5/1*; bonus - 9 dancing numbers and a few other lemons besides. Bottom line – Black is in a mess and needs to fight his way out.

Rodney Lighton: 24/22 23/21 5/1*

Black is losing the timing battle here. It looks right to step up with both back checkers, either to jump the prime or to get a more advanced anchor. The last two 2s are problematical. 8/4 is safe at the front and preserves the prime, but is very ugly and will probably make our next roll difficult to play. Slotting the front of the prime with 8/6, 5/3 is a possibility, if hit it may improve our timing. 5/1* is the other main candidate. This removes half of White's roll, so that our back checkers can't be pointed on unless White rolls doubles. Again if hit back our timing may improve. I'll go for 5/1*.

Although I do agree with the hit, 5/1 - as does everyone, I don't like the runner moving 24/22. It can't escape and just looks to me as if these entrants have moved it because they didn't see a better one elsewhere. Our first 'detractor' saw a 'better' one.*

Bob Young: 23/21 5/1* 4/2

White is well placed with the spare checkers back on the 16-point, so Black is struggling, but like so much in backgammon and life, there is more than one way to skin a cat. Paradoxically, Black should approach the edge of the White prime, and simultaneously hit on the 1-point. If hit back, Black may re enter and anchor, or release a checker. Being hit twice is no bad thing either; Black's prime will stay where it is doing a fine job at the moment. Making the 2-point does nothing to prevent the crumbling of the Black prime, and the two-blot play in Black's home board looks exciting too!! (Sad Muppet, must get out more).

I don't think leaving a blot is a 'good' idea and the alternative to 24/22 for me was that chosen by Snowie.

Snowie: 23/21 5/1* 8/6

Black is not favourite here so he must be aggressive. Remember he can take any risk he likes - if he loses a ▶

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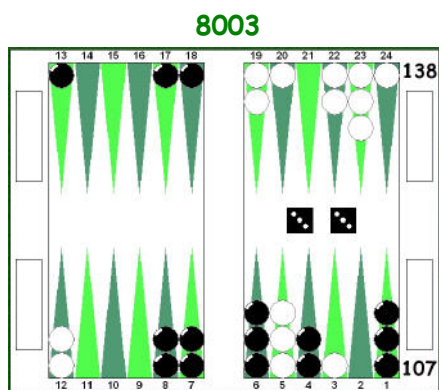
gammon it doesn't matter.

One 2 must be used to come up to the edge of White's prime so 23/21 is virtually forced. How to play the other three 2's? A super-pure play like 23/21, 24/22, 8/6, 5/3 is great when it works but White is on roll and will attack somewhere so the purity won't last.

This gives us a clue. White must be distracted from his intentions and therefore two of the 2's must be used to hit with 5/1*. The choice for the fourth 2 is between 8/6, adding a new builder and 24/22, advancing the last man. The builder is valuable as one of Black's plans is to build a full prime if given the opportunity. Advancing the rearmost man doesn't gain very much so the extra builder gets the nod - 23/21, 5/1*, 8/6 is the play.

I am loathe to give ten points to the four that got it 'wrong' (according to the roll-outs) – missing the building potential meant they came out in Snowie 3rd place; but, rules is rules and they get their ten. Bob's blot really pushed him down the list and that is reflected in his score . . . sorry, Hand Grenade!

The next position returned five different answers. At last I am splitting the field, big time!



11 point match
DMP
Black to play 33

Richard Biddle: 17/8 6/3*

Whatever happens we have to leave at least two direct shots here. My immediate thought is to duplicate sixes by playing 17/11 13/7. This is OK but 66, 64, 62, 61 play very well for our opponent. We need to take a roll away by hitting. Unfortunately, the four or one to cover our opponents blots are not any good for re-entering. No duplication there, other than the one to cover and hit in the outer board. However, we are making it diffi-

cult for White to re-enter hitting with two blots in our opponent's home board.

The pure play mentioned by Richard duplicating 6s was the best as picked by Snowie; however, a very close second was 17/8 6/3 . . . but Richard was on his own with this move.*

Brian Lever: 18/15 17/8

I thought you were supposed to play purely at DMP; obviously Black doesn't agree. Those 3 men on his one-point lose him any flexibility he might need. Fortunately White isn't in great shape either – just as well really, as two blots have to be left, whichever way you play this. Black has a sufficiently large lead such that getting home any old how will probably do. Superficially, some duplication of 6s, with a move like 13/7, 17/11 might appeal – but only superficially. The blot on White's bar-point is a long way from safety and White can hit and still retain all points if he does roll 6s (double 3s excepted). So it's the plays which move the pieces nearest to home which should be looked at – either 18/15, 17/14, 13/7 or 18/15, 17/8. Both give the same number of double hits but the former gives more hit and cover numbers. So by a modest margin (what do the rollouts say?) 18/15, 17/8.

Once again, the pure play duplication is mentioned . . . and then discarded! I am a big fan of duplication and I would picked it as my play. I like to limit my opponent's choice of moves.

The rollouts are in your favour here
Brian with more than a 'modest' margin:
18/15 17/8 -0.039
18/15 17/14 13/7 -0.131

Another entrant actually chose Brian's rejected move.

Rodney Lighton: 18/15 13/7 17/14

Black is well up in the race, but will have to leave shots. 13/7 safeties one blot, then I like 18/15, 17/14, so that hits will often cost White the mid-point. There is also some element of connectivity, if hit Black may be able to re-make the 14- or 15-point.

Of the two moves (Brian's and Rodney's I'd have gone for Brian's. The reason being the blot on the 13-point (Brian) cannot be hit and then the dice roll continued to cover the 5-point blot with a cock-shot, 62. With Rodney's play you can. Those of you that have followed the history of the cock-shot will be aware of

my interest in it!

Top marks for this position go to the aggressive hitting play as described by the last two entrants.

Bob Young: 18/15 13/7 6/3*

Would have chosen a quieter way of getting the racing lead home, but blots being what they are, they have a habit of being a liability instead of an asset at certain times of a match. As Black has no way of playing safely, and White has two home board blots, all is not lost. The use of duplication will minimise White's good re-entry rolls significantly, and this can be achieved reasonably well with hitting on the 3-point, bringing home one checker, and placing the other two at five and three pips away, the same numbers that White needs for re-entry. I can't see any alternative.

Steve Hallett: 18/15 13/7 6/3*

Black's way ahead in the race but unable to safety all of his blots and with White having two blots in his home board one of the threes must hit with 6/3*. Now Black must play as safe as possible to minimise shots:

- 13/7 takes one blot out of harm's way and also gives a cover number if White misses his blot on the three-point
- 18/15 duplicates entry and hitting numbers so is the final three.

Therefore play 18/15, 13/7, 6/3*

Although not as good as Richard's hitting play, being chosen by two entrants gives the maximum points. Snowie will now explain why 13/7 17/11 is the better move, albeit by a small margin.

Snowie: 13/7 17/11

Another very difficult problem and one that would be virtually impossible to get right over the board. Black leads by 43 pips after the roll which indicates he should just run for home. The best way to do this is 13/7, 17/11, duplicating 6's for White.

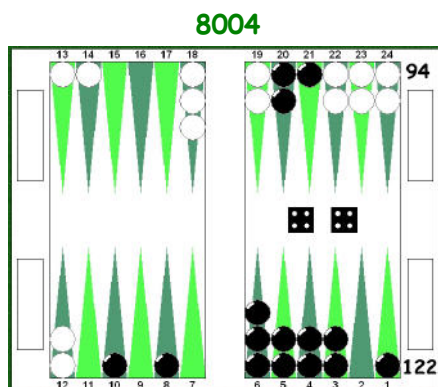
But wait - shouldn't Black take advantage of those blots in White's board and use one of the 3's to hit the blot on Black's 3-point with 6/3*? Choosing how to play the other three 3's is virtually a toss-up and (a) 13/7, 18/15 (b) 17/8 and (c) 17/14, 13/7 are all reasonable. My rollouts have 13/7, 18/15 as the best of those plays.

So which is it, the pure running play or the hit? My rollouts have it as too close to



call but the winner by the shortest of short heads is the pure play 13/7, 17/11.

It's a good job my creators had the very bright idea to bring me into existence or we'd never get close to solving problems like this.



11 point match
DMP
Black to play 44

Well everyone is against Bob on this one. He's the lone voice advocating his choice of play.

Bob Young: 21/13* 13/5

Another game where contact has to be made to win, and again why not now? Running all the way to the 5-point will give fours and fives to cover, sixes to hit another blot, the opposite side of the coin, duplicate numbers to minimise contact, diversification to maximise task completion. Black wants to close the fifth home board point quickly, and this does this best.

Hitting 21/13 is essential, on that everyone agrees. The disagreement comes with the two remaining 4s.*

Richard Biddle: 21/13* 13/9 8/4

We have to hit because we are behind even after this big roll, 21/13*. Keep on coming round to 13/9 to safety, out of reach of a re-entering checker. We can't do anything about the blot on the ace-point, but at least we have a forward anchor and a better four point home board. We want to avoid the re-entering joker 62, so I propose 8/4, bringing in another direct builder on the ace-point.

Steve Hallett: 21/13* 13/9 8/4

Black is behind in the race with a strong four point board and a forward anchor in case of accidents. Black must hit so the first two four's must be 21/13*. Now as Black can't cover the blot on the one-point and having hit, has almost equalised

the race; he must now minimise return shots so 13/9 is the next four. We now have a choice of 9/5 or 8/4:

- 9/5 gives most cover and point-making numbers but pays off to 6/2
- 8/4 is safer only leaving White one's to hit

Because of White's strong four point board the safe play has it.

Brian Lever: 21/13* 13/9 8/4

Good shot! Two of the 4s are easy – 21/17 17/13*. Then I think it's 'blot conservation time' – i.e. don't leave any hanging around for direct shots. Nothing we can do about the baby on our 1-point but we can make him the only return from the bar while arranging some covers. That leaves 13/9 and 8/4 as the final two 4s. 13/9 9/5 is also reasonable – but it leaves our old friend '62 from the bar' and if you've ever been hit by that shot when in a winning position (who hasn't?), you know to avoid leaving it if there's some other sensible play.

Rodney Lighton: 21/13* 13/9 8/4

Well down in the race, so hitting with 21/13* is mandatory, despite our home board blot; then 13/9 to safety the blot. Finally 8/4 rather than 9/5 to avoid the usual 62 from the bar.

They agree about the cock-shot off the bar . . . and I agree with them, as you might have expected! The final verification lies with our silicone friend.

Snowie: 21/13* 13/9 8/4

This is the easiest of the problems. Black is behind in the race so he must hit 21/13* with two fours. There is no point in leaving that blot exposed to a return hit so 13/9 is the third 4. That leaves us with the choice of 10/6, 9/5 and 8/4 for the last four.

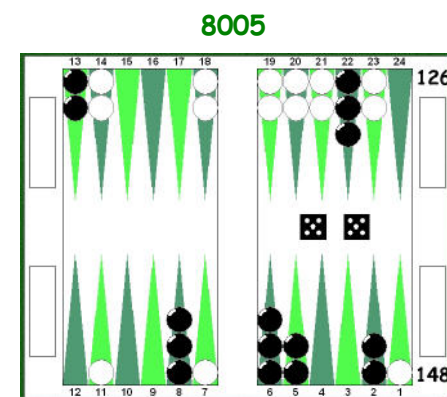
10/6 is the weakest option as it stacks two spare men on the 6-point. The choice between 9/5 and 8/4 is solved by diversification. If White enters with a 1 and hits the blot on Black's 1-point Black will need 4's to enter but could use 3's to re-hit on the 1-point.

This makes 8/4 clearly correct for the last four. So the full answer is 21/13* 13/9 8/4.

Bob's choice wasn't that bad, giving away a gnats equity (0.003) and therefore returns a good score for him.

I'll let Snowie start the next one off because he explains where the majority of

entrants went wrong in chasing gammons rather than looking for a single point.



11 point match
DMP
Black to play 55

Snowie: 22/7* 7/2

This is a position that clearly demonstrates the difference between DMP and money-play. For money the correct play would be 22/7*, 6/1* because this increases Black's gammon winning rate by 50%.

However at DMP Black is only trying to win the game and as this roll has put him in the driving seat he should eliminate return shots by playing 7/2 with the last 5. This may look anti-positional but that sometimes happens at DMP as the race is the dominant factor. He may pay for it later but having two blots exposed (against a four point board) by playing 22/7*, 6/1* is too much risk.

The game winning percentages after each play are very close to each other but the solid 22/7* 7/2 is the winner.

Only one other entrant agrees with this move.

Steve Hallett: 22/7* 7/2

Black is behind in the race before the throw but now has almost equalised the race so he shouldn't play too loose especially with White's strong four point board. The only completely safe plays are 22/7* 7/2 and 13/3(2):

- 13/3(2) equalises board strengths but doesn't do anything about moving Black's back checkers
- 22/7* 7/2 puts White on the bar and gives Black a chance to pick up White's loose blot

But the question is after 22/7* should Black continue the attack with 6/1*?

With White's strong home board if White does hit the blot on the one-point after



6/1* then Black might not have a chance to pick up White's other blot as half his roll will be re-entering, so on this occasion I play safe with 22/7* 7/2.

Although Steve doesn't mention the gammons he does see the need to play safe and deny White the chance to send a third checker back. But, it's a majority for the double hit.

Richard Biddle: 22/7* 6/1*

No option here but to blitz by putting two men on the bar and look to pick up the third blot in the outer board. Yes there is a danger of being hit on the ace-point but we have an anchor. No other move comes close. Only hitting once is too weak. Bring all our back checkers out, still leaves us with a spare five.

Bob Young: 22/7* 6/1*

Only totally safe play is 13/3(2), but the rear checkers need that safe landing point of the mid-point, so it will require leaving a blot somewhere. Two on the bar, whilst retaining the anchor should things go wrong looks the best winning format, with another White blot to scoop up if things go well. To bring all three checkers up from the middle of Whites prime looks attractive, but no immediate easy play after that. Double hit.

Brian Lever: 22/7* 6/1*

When I first looked at this problem, my instinctive reaction was to play 22/7*, 6/1*, and I haven't since seen any play which beats it. 13/3(2) is safe for this turn and creates a four-point board to rival White's, but it strands the three orphans on White's 3-point. 22/17(3) would be fine but for the fact that there's another 5 still to play – either 8/3 or 6/1* – and it commits Black to trying to win going forward.

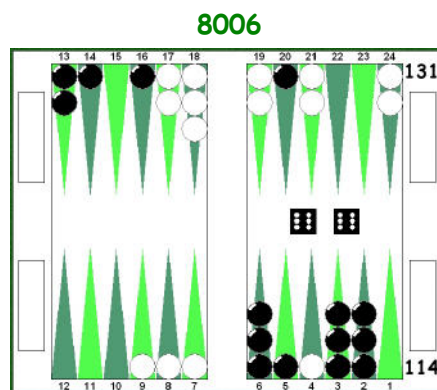
22/7* with 6/1* preserves defensive chances as well as attacking ones if White fails to return hit. It's this flexibility, perhaps more important at DMP, which

Rodney Lighton: 22/7* 6/1*

Again miles down in the race, though this roll catches up somewhat. 22/7* again seems obvious. The last five could be played 7/2 fairly safely for now, but leaving us with an inflexible position. Two on the bar looks more dynamic so 6/1*.

Only Rodney mentions the best play with the last 5, playing to the 2-point. They all seem blinkered by the old, 'two-in-the-air' favourite; which is possibly the better move at a match score other than DMP.

What we are playing in this competition is a 1-point match and therefore plays that return a good gammon equity aren't really what we're looking for. The game winning chances between the two moves are slight, 50.9% for the double hit, 51.6% for the single; but if Black is hit with a 1 next roll his winning chances will not be anywhere near as good.



**11 point match
DMP
Black to play 66**

Richard and Bob go for a triple hit.

Richard Biddle: 16/4* 14/8* 13/7*

Our opponent has a weak home board, so do we. We have the option of putting three checkers on the bar, albeit by leaving two blots in our home board. What other options do we have? Hitting the blots on the 7- and 8-points is a must. That's two off. Ideally we would like to cover the blot on our five-point but this can't be done. We could make the seven-point but this would waste a six as we will probably not need this point later. We can bring more builders round to try and make the five-point. We don't really want our opponent to make an anchor on the four-point. Let's go for the blitz again and get this match over with.

Bob Young: 16/4* 14/8* 13/7*

Nearly missed my final choice, probably wouldn't have seen it over the board, but Black really doesn't want White on the 4-point, an anchor would be just what White would wish for. Even though Black looks to have over played the position, I think that even with two home board blots, Black has all the pieces in place to finish the job. White would probably only survive with a roll of both fives and fours, or a good double, so go for the throat even though the race lead would dictate safe play if possible.

Snowie totally agrees with the double hit "Hitting two men with 13/7, 14/8* is*

clearly correct as this protects, as far as possible, the blot on the 5-point." However, he does not like the third hit . . . see his comments.

Our next entrant agrees with Snowie on the double hit, but then veers away from him.

Brian Lever: 14/8 13/7*(2) 16/10

How did White even get into this position? Again I like hitting two blots with 14/8* and 13/7(2)*, then 16/10 as cover/attack material. Alternatives? How about 20/8*, 14/8 with 13/7*, which does have the merit of getting the last checker out of White's board. I'd say this play and my choice are close. What about the treble hitter - 16/4*, 13/7* 14/8*, leaving two blots in board and 20 shots, A good few more returns than either of the other plays, but a clear path to victory if either blot is missed and it wouldn't surprise me if Snowie likes this. The other two plays have the disadvantage that White doesn't have to roll a hitting 5 to stay in the match; an anchoring 4 will do. Even so, I'd rather not give the immediate 20 shots; White can have his anchor - if he can get it. 14/8, 13/7(2) and 16/10 for me.

No Brian, Snowie doesn't like the triple hit! However, you did toy with 20/8, 14/8 with 13/7* and that was Snowie's 2nd choice whereas your play was 5th and gave away 0.060 in equity.*

Rodney and Steve chose the play you toyed with . . .

Rodney Lighton: 20/8* 14/8 13/7*

This time Black is well up in the race, but has to hit and leave return shots at the blot on the 5-point. Since Black has to hit Black should hit two with 13/7*, 14/8*. Now 20/8 avoids the joker 44 from the bar, so is better than 20/14, 13/7.

Steve Hallett: 20/8* 14/8 13/7*

Black is way ahead in the race so he must play as safe as possible. As the blot on the 5-point can't be covered this roll, Black must bring in as many builders/attackers as possible trying to minimise jokers like 11, 44 or 55. The first two sixes are easy, 14/8* & 13/7*. We now have a choice with the next two sixes:

- 16/4*, hitting three checkers gives White twenty hitting numbers with 44 hitting two checkers
- 16/10 13/7 gives White twelve hitting numbers with 55 hitting two checkers
- 20/8 gives White twelve hitting numbers



- 20/14, 13/7 gives White twelve hitting numbers with 55 hitting two checkers

So purely on safety play 13/7*, 20/8*(2)

Rodney and Steve almost make Snowie's best play. Although they move from the correct points they don't make the bar-point; which Snowie thinks is better than the 8-point.

Snowie: 13/7(2)* 20/8*

Another position where the money play is different from the DMP play.

For money the all out blitz attack 16/4*, 13/7*, 14/8* is clearly correct because of the extra gammons that the play wins.

At DMP we yet again see the slightly quieter approach. Hitting two men with 13/7*, 14/8* is clearly correct as this protects, as far as possible, the blot on the 5-points. Continuing the racing and safety themes it is logical that Black should make either the bar point or the 8-points with some of his double 6's. As he already has the 2-points and you shouldn't make points six points apart in your home board the bar-point will be a better asset than the 8-points.

So far we have 13/7(2)*, 14/8*. For the last 6 it seems logical to run the rearmost man. This provides connectivity between

the outfield men and protects against White's double 1 from the bar. Full answer: 13/7(2)*, 20/8*.

We machines are very good at this logical reasoning - backed up of course by the calculating capability of my neural nets. This set of problems has tested those nets to the limit with very small equity differences determining the plays. If you scored 50% on this set you did very well for a carbon-base life form.

So, that's the first Competition over and the winner is Steve Hallett. Well done, Steve.

Fax	Month	Questions	Answers
84	Jul	8401-06	8201-06
86	Sep	8601-06	8401-06
88	Nov	8801-06	8601-06

Name	Scores	Pts
Steve Hallett	59	59
Richard Biddle	57	57
Rodney Lighton	56	56
Snowie	55	55
Brian Lever	54	54
Bob Young	53	53

	Move	Score
8001	8/7(2) 6/5*(2)	10
8002	24/22 23/21 5/1*	10
	23/21 5/1* 8/6	9
	23/21 5/1* 4/2	6
8003	18/15 13/7 6/3*	10
	17/8 6/3*	9
	13/7 17/11	9
	18/15 17/8	7
	18/15 13/7 17/14	6
8004	21/13* 13/9 8/4	10
	21/13* 13/5	9
8005	22/7* 6/1*	10
	22/7* 7/2	9
8006	20/8* 14/8 13/7*	10
	16/4* 14/8* 13/7*	8
	13/7(2)* 20/8*	8
	14/8 13/7(2) 16/10	7

**Competition No2, 2006
is on page 16**

Name	8001	8002	8003	8004	8005	8006	Tot
Steve Hallett	8/7(2) 6/5*(2)	24/22 23/21 5/1*	18/15 13/7 6/3*	21/13* 13/9 8/4	22/7* 7/2	20/8* 14/8 13/7*	59
Richard Biddle	8/7(2) 6/5*(2)	24/22 23/21 5/1*	17/8 6/3*	21/13* 13/9 8/4	22/7* 6/1*	16/4* 14/8* 13/7*	57
Rodney Lighton	8/7(2) 6/5*(2)	24/22 23/21 5/1*	18/15 13/7/14	21/13* 13/9 8/4	22/7* 6/1*	20/8* 14/8 13/7*	56
Snowie	8/7(2) 6/5*(2)	23/21 5/1* 8/6	13/7 17/11	21/13* 13/9 8/4	22/7* 7/2	13/7(2)* 20/8*	55
Brian Lever	8/7(2) 6/5*(2)	24/22 23/21 5/1*	18/15 17/8	21/13* 13/9 8/4	22/7* 6/1*	14/8 13/7(2) 16/10	54
Bob Young	8/7(2) 6/5*(2)	23/21 5/1* 4/2	18/15 13/7 6/3*	21/13* 13/5	22/7* 6/1*	16/4* 14/8* 13/7*	53

Another good turn out for our annual one day competition, 52 entered and 50 managed to wake up in time to get to the tournament.

A buffet lunch was provided by a local catering company as part of the entry fee and a buffet tea was served by Lorraine.

Players mainly from the North and Midlands competed with contingents from the Manchester, Liverpool, Birmingham, York and Huddersfield clubs.

A five round Swiss tournament of 5 pointers in the afternoon qualified 16

Manchester One-Day Report by Rodney Lighton

players for the main final (all those who won 5 or 4 matches in the afternoon plus a random selection of 7 from 17 who won 3 matches). The main final was 5 pointers in the first two KO rounds followed by 7 pointer semis and final. Adrian Jones and David Wallbank won all their qualifying matches. The remaining players who stayed (31) played in a 5 point KO for the consolation. A 3 point last chance was held for those unlucky

enough to lose early.

Ian Turner from Liverpool (who won an intermediate prize last year) emerged as the Champion, beating David Motley from Birmingham in the final.

The consolation was won by Peter Snape from Manchester who beat Yorkshire's Paul Barwick in the last final to finish some 12 hours after we started. At one point in the final Peter, leading 3-1, doubled with a 83-91 pip lead in a straight race. Was this too early? The remaining spectators thought so and so did Paul Barwick who grabbed the cube and



shipped it back at 4. To no avail though, Peter held on to his racing lead and won quickly.

Birmingham's Matthew Fisher took advantage of a buy back (after kicking himself for losing an earlier 3 point match to Rodney Lighton when he got excessively greedy playing for a gammon that was virtually certain anyway) to beat York's Kevin Stebbing.

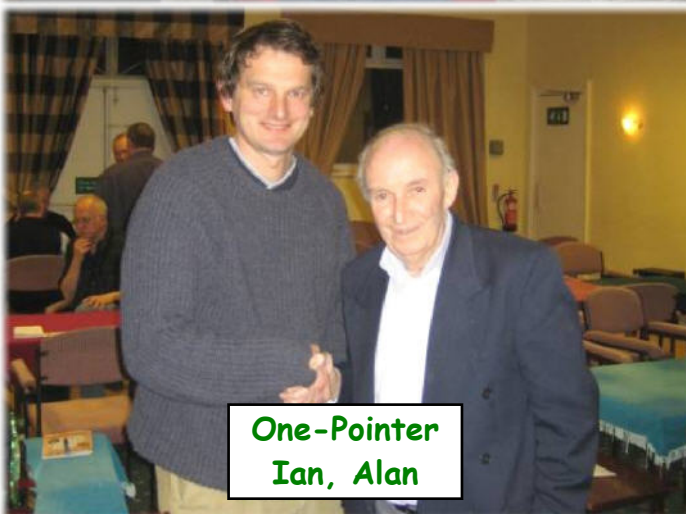
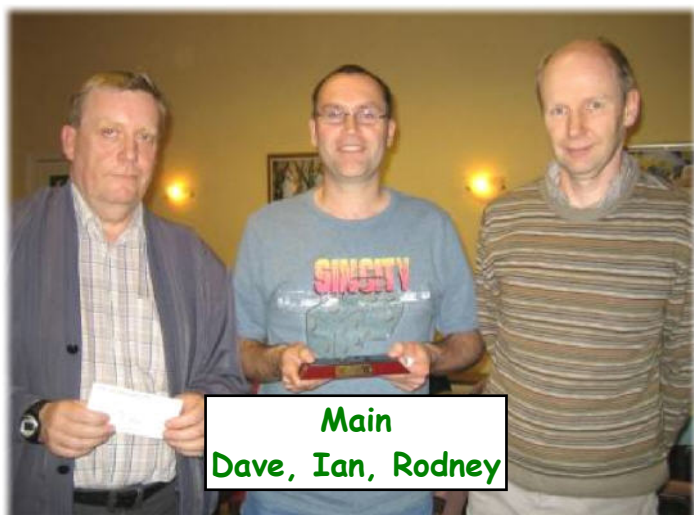
The 64 entry 1 point KO ran throughout

the day and Bolton's Alan Greenwood (one of the oldest competitors) was clearly delighted to win.

It was good to see some young competitors playing. 18 year old Ellie Lighton acquitted herself well winning 2 out of 5 in the afternoon and reaching the last eight in the consolation. Even younger Miles Chadwick (aged 12) got his first experience of tournament backgammon playing twice in the 1 pointer.

An enjoyable day was had (but next year I'm banning drinks from the playing tables!).

Many thanks to Lorraine Lighton for catering, Krystle Boss for scoring, Peter Chan for the movement sheets, Craig Fisher of Manchester Bridge club and members of the Manchester Backgammon club who helped set up.



Results

Main (16/50)

1	Ian Turner
2	David Motley
3/4	Ian Shimwell
3/4	David Wallbank

Last Chance (32)

1	Matthew Fisher
2	Kevin Stebbing
3/4	Adam Stocks
3/4	Peter Chan

Consolation (34)

1	Peter Snape
2	Paul Barwick
3/4	Alan Greenwood
3/4	Philip Salts

One pointer (64)

1	Alan Greenwood
2	Ian Shimwell
3/4	Paul Barwick
3/4	Peter Chan

Grand Prix Points

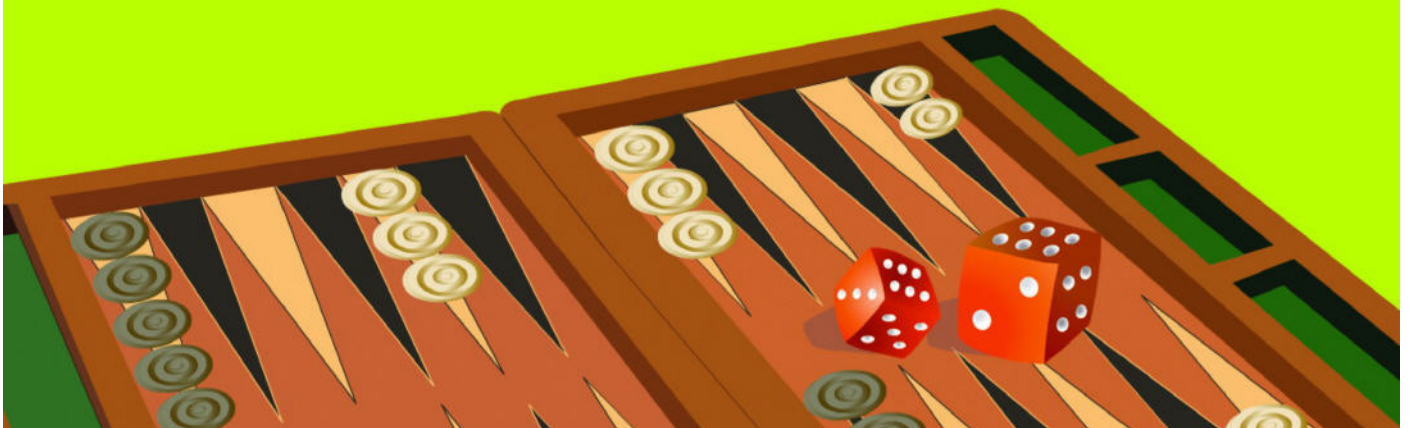
Peter Snape	9.27	Peter Chan	2.56
Dave Motley	6.18	Adam Stocks	2.56
Paul Barwick	6.17	Steve Chadwick	2.06
Matthew Fisher	6.16	Simon K Jones	2.06
David Wallbank	4.11	Colin Laight	2.06
Alan Greenwood	4.11	Rodney Lighton	2.06
Kevin Stebbing	4.10	Tony Fawcett	2.06
Nigel Merrigan	2.57	David Startin	2.06
David Fall	2.57	Tim Brown	2.06
Ron Havenhand	2.57	Uldis Lapikens	2.05
Adrian Jones	2.57	Myke Wignall	1.55
George Hall	2.57		



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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 - 07916-219-573 Danny Gallagher - st 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 - Nigel Merrigan - 01772 517672 acumen1@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

June 3 & 4: Hilton Trophy.

July 8 & 9: Keren Di Bona Memorial Trophy

These two are both knockout events offering the usual four elements of 11-pointer, 7-pointer, 5-pointer and 3-pointer matches. Also, the Poker Grand Prix and Friday night jackpot and warm-up events. There's a special surprise waiting for someone at the Hilton Trophy . . . Be there to get it!

THE 11th LIVERPOOL OPEN Saturday 29th and Sunday 30th July 2006

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

**** Main Tournament ** Consolation ** Last Chance ** One Point Shoot-Out ****
**** Sweeps ** Cash Prizes! ** Bar ****

Fee: £25.00 includes Saturday Buffet

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

under 18 - £15 only

Details from: Simon K Jones : 0151 428 3082 / 07788 443123 vineries@btinternet.com

For catering purposes, pre-entry is required.

Please make cheques payable to Simon Jones and forward prior to Saturday 22nd July 2006



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

Jun 03-04	Hilton Trophy	GP	-	Coventry	Knockout
Jul 08-09	Keren Di Bona Memorial	GP	-	Coventry	Knockout
Jul 29-30	10 th Liverpool Open	GP	-	Liverpool	Combination
Aug 05-06	SAC Trophy	GP	UK	Coventry	Swiss
Aug 26 - Sep 03	Mind Sports Olympiad	GP	-	London	Swiss
Sep 09-10	Backpacker Trophy	GP	-	Coventry	Knockout
Oct 07-08	Sandy Osborne Memorial	GP	-	Coventry	Knockout
Oct 21-22	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

2007 Tournament Calendar

Jan 13-14	Bright 'n' Breezy	GP	UK	Brighton	Knockout
Jan 26-28	5th Cotswold Tournament	GP		Nr. Stroud	Knockout



County Cups Trophy Report by Michael Crane

When things are going your way sometimes you just have to hang on and go with the flow. Things were certainly going Paul Gilbertson's way over the weekend. It all began on Friday evening when he knocked out Jeff Barber, Slats, and Myke Wignall to get into the final. There he waited for Nigel Merrigan who took advantage of a buy-back after losing to Fanika Petkovska in the 1st Round. He re-entered and then knocked out Gerry Enslin, Paul Christmas and Chris Gibbins.

We'll never know who the better player was that night because they decided to split the pot . . . however, they do meet a couple of more times over the weekend.

In the poker, they were both left in the last three but it was Paul that came out the winner, leaving Nigel in 3rd place behind Slats in 2nd place. This move to poker is a first for Slats - he's always been a vocal detractor of the poker; but it seems he's now embraced it; at least for this weekend, anyway!

In the Main (20/40) Paul had a great Saturday, he knocked up a good few ranking points after beating Chris Gibbins, Stephen Drake and Peter Chan. On the Sunday he fared as well beating Mike Heard and then Jason Champion. His final opponent in Round 6 was Nigel . . . he'd beaten Jeff Barber, David Nathan and Jon Barnes on the Saturday and Mick Vacarey and David Startin on the Sunday. His victory against David won him the 1000-to-1 Trophy (awarded for winning 10, 11-point matches in a row . . . the odds being 1000-to-1!).

So the 6th Round and two players on 5/5. We were guaranteed an outright winner . . . but who would be the Runner-up? In Swiss format events there isn't a 'final' as such, merely a final round. However, traditionally the Runner-up more often than not comes from the 'final' to give it a name.

It was a very exciting match to watch. Usually Paul starts to lose interest when the dice go against him . . . and I have to admit, they didn't always roll well for him this time - but he buckled under and overcame the 'bad' rolls and emerged a fitting winner . . . and not before time! The Runner-up was indeed Nigel; but there was a sting in the tail . . . he shared the

position with Stephen Drake who had the same number of wins and an identical total on countbacks. Well done, Stephen; if you hadn't been beaten by Paul in Round 2!

So, Paul shares the Friday Warm-up, he wins the Poker, he wins the Main and he won £80 online money from Play65 who sponsored the popular, Pass The Buck. It began with Tim Line, went to Mike Heard and then Paul got it in his clutches and he kept a tight grip on it all weekend. Well done, Paul.

In the Consolation element of the Main, Dave Motley and Adrian Jones had a small playoff to decide the winner; an encounter from which Dave emerged victorious. In the Doubles (4), Christmas Anchors shaved the Prickly Pair in an exciting final.

Finally

I tried out my new laptop and projector this weekend; with some success and failure! I failed to save the Saturday Auction after impressing everyone with the new format and presentation - and subsequently it had to be cancelled and refunds made . . . talk about embarrassed! However, it worked well for the Sunday Auction . . . so I redeemed myself a bit.



Paul Gilbertson



Main - Nigel & Stephen



Consolation - Dave & Adrian

Tournament Results

Play65 British Open. 1 & 2 April 2006

Main (72)

- 1 Nigel Merrigan
- 2 Tony Lee
- 3/4 Jason Champion
- 3/4 Ray Tannen
- 5/8 Mick Butterfield
- 5/8 Tim Line
- 5/8 Kevin Stebbing
- 5/8 Eamon Keogh

Consolation (68)

- 1 David Startin
- 2 Ann Pocknell
- 3 John Harrison
- 4 Kevin Stebbing
- 5 Dave Edwards

Last Chance (64)

- 1 Nicky Check
- 2 Stuart Mann
- 3/4 Martin Hemming
- 3/4 Tim Mooring
- 5/8 Stephen Drake
- 5/8 Mardi Ohannessian
- 5/8 Steve Hallett
- 5/8 Ian Tarr

Last Last Chance (32)

- 1 Jeff Barber
- 2 Eamon Keogh
- 3/4 Gerry Enslin
- 3/4 Steve Rimmer
- 5/8 Mick Vacaery
- 5/8 John Frame
- 5/8 Chris Gibbins
- 5/8 John Samuel

Friday Jackpot (16)

- 1 Brian Lever
- 2 Jeff Barber
- 3/4 Hubert de l'Epine
- 3/4 John Frame

Friday Poker

- 1 John Gilbertson

Poker (26)

- 1 Paul Gilbertson
- 2 Rebecca Bell
- 3 Tony Lee
- 4 Dave McNamara
- 5 Myke Wignall

Doubles (8)

- 1 International Jet Set
- 2 April Fools

Grand Prix @ British Open

- 24.77 Nigel Merrigan
- 24.76 David Startin
- 18.58 Tony Lee
- 13.42 Ray Tannen
- 13.42 Mick Butterfield
- 13.42 Jason Champion
- 13.4 Nicky Check
- 9.29 Steve Rimmer
- 9.29 Kevin Stebbing
- 9.29 Eamon Keogh
- 9.29 Tim Line
- 9.28 Felix Vink
- 9.28 Chris Ternel
- 9.28 Ann Pocknell
- 9.28 John Harrison
- 9.27 Stuart Mann
- 6.19 David Edwards
- 6.19 Rachel Rhodes
- 6.19 Lawrence Powell

- 6.19 Marc Steyvers
- 6.19 Rosey Bensley
- 6.19 Sean Casey
- 6.19 Darryl Kirk
- 6.19 Stephen Cole
- 6.18 Julian Fetterlein
- 6.18 Kevin White
- 6.18 Billy Sharp
- 6.17 Tim Mooring
- 6.17 Martin Hemming
- 6.16 Jeff Barber
- 4.13 Brendan Burgess
- 4.13 Uldis Lapikens
- 4.13 Peter Christmas
- 4.13 Mardi Ohannessian
- 4.13 Liz Perry
- 4.13 Peter Bennet

- 4.13 Jon Barnes
- 4.13 Wayne Felton
- 4.13 Vicky Chandler
- 4.13 Ron Havenhand
- 4.13 Gerry Enslin
- 4.13 Mick Vacarey
- 4.13 Adrian Jones
- 4.13 Arthur Wright
- 4.12 John Frame
- 4.12 Myke Wignall
- 4.12 Patty Geoffroy
- 4.11 Ian Tarr
- 4.11 Steve Hallett
- 4.11 Stephen Drake
- 2.58 Brian Lever
- 2.58 David McNamara
- 2.58 Dave Motley

- 2.58 David Nathan
- 2.58 Rebecca Bell
- 2.58 David Markwick
- 2.58 Chris Gibbins
- 2.58 Richard Hope
- 2.58 Dimitri Psaltopoulos
- 2.57 Alan Greenwood
- 2.57 Tony Fawcett
- 2.06 Julian Minwalla
- 2.06 John Samuel
- 1.55 Diane Iveson



Play65
2006 British Open



County Cups Trophy, 6 & 7 May 2006

Main (20/40)

Pos	Player	Wins	GP
001	Paul Gilbertson	6	24.77
002	Nigel Merrigan	5	18.58
002	Stephen Drake	5	13.42
004	John Slattery	5	13.42
005	David Startin	5	13.42
006	Gerry Enslin	4	9.29
007	Rodney Lighton	4	9.29
008	Jason Champion	4	9.29
009	Uldis Lapikens	4	9.29
010	Martin Hemming	4	9.29
011	Mick Vacarey	4	9.29
012	Mike Heard	3	6.19
013	Tim Line	3	6.19
014	George Hall	3	6.19
015	Paul Barwick	3	6.19
016	Mardi Ohannessian	3	6.19
017	Chris Ternel	3	6.19
018	Peter Chan	2	4.13
019	Myke Wignall	2	4.13
020	Jon Barnes	2	4.13

Consolation (16/40)

Pos	Player	Con	Wins	GP
001	Dave Motley	3	4	9.29
002	Adrian Jones	3	3	6.19
003	Eamon Keogh	2	3	6.19
004	Lionel Mann	2	3	6.19
005	Kevin White	2	2	4.13
006	Jeff Barber	2	3	6.19
007	Peter Christmas	2	3	6.19
008	Rosey Bensley	1	1	2.58
009	Stephen Cole	1	2	4.13
010	John Samuel	1	2	4.13
011	Bob Bruce	1	2	4.13
012	Chris Gibbins	1	2	4.13
013	Richard Granville	1	1	2.58
014	Paul Christmas	1	2	4.13
015	Jeff Ellis	1	2	4.13
016	Fanika Petkovska	0	0	
*	Peter Bennet	0	1	2.58
*	David Nathan	0	1	2.58
*	John Gilbertson	0	0	
*	Tony Lee	0	0	

Friday Warm-up (12)

1	Paul Gilbertson
2	Nigel Merrigan
3/4	Myke Wignall
3/4	Chris Gibbins

Poker (17)

1	Paul Gilbertson
2	John Slattery
3	Nigel Merrigan

Doubles (4)

1	Christmas Anchors
2	Prickly Pair



Grand Prix Championship May 2006 ... Top Fifty

52.61	David Startin	30.41	Peter Bennet	19.59	Tony Walters
50.04	Nigel Merrigan	29.92	Uldis Lapikens	19.58	Lawrence Powell
49.54	John Slattery	28.88	Julian Fetterlein	19.09	Peter Christmas
48.44	Martin Hemming	26.84	Jason Champion	19.06	Paul Barwick
41.28	John Hurst	26.82	Stephen Drake	18.58	Mike Grabsky
36.60	Myke Wignall	25.29	Gerry Enslin	18.56	Simonetta Barone
36.11	Mardi Ohannessian	24.76	Mark Heidenfeld	18.56	Ann Pocknell
35.09	John Samuel	24.25	Ron Havenhand	18.06	Eamon Keogh
34.06	Paul Gilbertson	23.73	Brian Lever	17.54	Dod Davies
34.06	Tim Line	23.22	Rosey Bensley	17.03	Chris Gibbins
34.03	Stuart Mann	22.71	Ray Tannen	16.49	Rachel Rhodes
33.00	Nicky Check	22.71	Tony Lee	16.00	Mick Butterfield
31.97	Ian Tarr	20.64	Rodney Lighton	15.98	David Fall
31.96	Chris Ternel	20.64	Stephen Cole	15.46	David Nathan
31.45	Jeff Barber	19.61	Mike Greenleaf	15.44	Martin Barkwill
31.45	Adrian Jones	19.60	Mick Vacarey	14.95	Mike Heard
30.95	Dave Motley	19.60	John Gilbertson		

Ranking Championship May 2006 ... Top Fifty

14	1952.86	John Samuel	13	1821.92	Stephen Drake	9	1364.11	Paul Christmas
14	1946.21	Martin Hemming	13	1813.77	Jason Champion	9	1198.56	Fanika Petkovska
14	1886.14	Tim Line	13	1616.92	Ron Havenhand	8	1703.25	Jon Barnes
14	1876.07	Gerry Enslin	12	2022.00	Nigel Merrigan	8	1446.75	Paul Barwick
14	1847.36	Mardi Ohannessian	12	1744.25	Rodney Lighton	7	2073.57	John Jurst
14	1806.50	Uldis Lapikens	12	1650.17	Tony Lee	7	1711.71	Rachel Rhodes
14	1771.43	John Slattery	12	1536.58	Peter Christmas	7	1586.29	Mike Heard
14	1750.71	Dave Motley	12	1515.33	George Hall	7	1515.71	Tony Walters
14	1715.79	Jeff Barber	11	1914.73	Paul Gilbertson	7	1347.14	David Nathan
14	1713.00	Stephen Cole	11	1759.09	Eamon Keogh	7	1292.14	Peter Bennet
14	1635.07	Adrian Jones	9	1877.00	Ray Tannen	7	1172.86	Jonathan Powell
14	1623.50	Nicky Check	9	1812.78	Lawrence Powell	6	1924.83	Mike Grabsky
14	1612.57	David Startin	9	1657.00	Mick Vacarey	6	1754.00	Julian Fetterlein
14	1582.36	Chris Gibbins	9	1610.89	Tony Fawcett	6	1676.67	Michelle Fisher
14	1528.79	Rosey Bensley	9	1519.44	Kevin White	6	1656.83	Mick Butterfield
14	1523.00	Chris Ternel	9	1480.00	John Gilbertson	6	1640.33	Lionel Mann
14	1519.50	Myke Wignall	9	1426.44	Arthur Wright			

Active Rankings (Old - New - Name)

2005	2005	Julian Fetterlein	1690	1601	Paul Gilbertson	1509	1534	Peter Chan
1934	1908	John Slattery	1688	1688	Mike Greenleaf	1501	1477	George Hall
1918	1918	Brian Lever	1681	1681	Mark Heidenfeld	1495	1495	Cliff Connick
1902	1877	David Startin	1673	1644	Rodney Lighton	1494	1494	Matthew Fisher
1883	1883	Lawrence Powell	1672	1672	Ian Tarr	1490	1490	David Horner
1979	1939	Tony Lee	1670	1670	John Thomas	1484	1484	Tony Walters
1853	1853	Rachel Rhodes	1669	1639	Jason Champion	1483	1483	Miles Ilott
1836	1836	Stuart Mann	1662	1662	Connor Dickinson	1483	1483	Richard Biddle
1835	1835	Ray Tannen	1654	1654	Ron Havenhand	1483	1483	David Sanders
1821	1821	Nicky Check	1652	1652	Barry McAdam	1481	1481	Simonetta Barone
1815	1815	John Hurst	1650	1650	Brian Busfield	1470	1470	Julian Minwalla
1804	1757	Nigel Merrigan	1647	1647	Mick Butterfield	1466	1466	Arthur Wright
1802	1802	Dave McNair	1640	1609	Martin Hemming	1465	1465	Rebecca Bell
1792	1815	David Nathan	1638	1643	Jeff Barber	1459	1459	Mike Main
1788	1788	Dod Davies	1638	1638	Martin Barkwill	1456	1456	Wayne Felton
1776	1776	Steve Hallet	1630	1668	Jeff Ellis	1454	1454	Andy Bell
1772	1836	Richard Granville	1621	1620	Tim Line	1450	1473	Chris Gibbins
1772	1793	Peter Bennet	1617	1597	Mike Heard	1444	1444	Malcolm Wilson
1765	1711	Stephen Drake	1609	1609	Ian Shaw	1440	1453	John Samuel
1762	1778	Mardi Ohannessian	1609	1609	Ian Gwynne	1440	1440	David Markwick
1756	1756	Steve Pickard	1604	1604	Edwin Turner	1435	1466	Kevin White
1754	1754	Mike Grabsky	1600	1600	Ken Gibson	1430	1430	Jane Oxley
1752	1752	Ann Pocknell	1599	1624	John Gilbertson	1423	1423	Leslie Singleton
1748	1748	Danny Cohen	1591	1591	Eddie Barker	1415	1395	Lionel Mann
1743	1743	Roy Hollands	1583	1583	John Wright	1408	1408	Paul Watts
1741	1758	Peter Christmas	1582	1547	Dave Motley	1405	1405	Alan Greenwood
1740	1740	Raj Jansari	1575	1575	Paul Statter	1399	1417	Myke Wignall
1738	1738	Kevin Stebbing	1570	1570	Geoff Conn	1399	1349	Mick Vacarey
1737	1750	Chris Ternel	1568	1568	Grahame Powell	1395	1395	Catherine Oldfield
1722	1722	Simon K Jones	1556	1556	Andrew Darby	1391	1391	Tim Brown
1721	1721	Arthur Musgrove	1551	1541	Eamon Keogh	1390	1402	Stephen Cole
1717	1717	Emmanuel Di Bona	1539	1539	Vicky Chandler	1382	1382	Jo Curl
1715	1715	Sean Casey	1537	1537	Darryl Kirk	1375	1395	Bob Bruce
1712	1687	Uldis Lapikens	1535	1535	Stavros Elia	1372	1411	Rosey Bensley
1708	1708	Brendan Burgess	1523	1518	Paul Barwick	1366	1366	Paul Fox
1697	1697	Tim Mooring	1522	1556	Paul Christmas	1364	1364	Cedric Lytton
1696	1696	Dale Taylor	1519	1519	Roland Herrera	1360	1360	Tony Fawcett
1694	1694	Steve Rimmer	1516	1516	Andrew Sarjeant	1322	1322	Jon Sharpe
1694	1734	Adrian Jones	1512	1512	Felix Vink	1252	1316	Fanika Petkovska
1692	1692	Bob Young	1510	1494	Gerry Enslin	1248	1248	Alison Lee

Grand Prix 01	£134	Ranking 01
Grand Prix 02	£107	Ranking 02
Grand Prix 03	£80	Ranking 03
Grand Prix 04	£54	Ranking 04
Grand Prix 05	£40	Ranking 05
Grand Prix 06	£27	Ranking 06
Grand Prix 07	£13	Ranking 07
Grand Prix 08	£13	Ranking 08
Grand Prix 09	£13	Ranking 09
Grand Prix 10	£25	Ranking 10

The Championship prize fund is growing well and plenty of the top players will be taking home a few bob at the end of the year - some of them taking a slice from both elements!

If you need a reason to keep attending - here it is!

The best way of bumping up your Ranking and Grand Prix 'winnings' is via the Swiss events - you get to play six matches, and losing a couple won't

mean you being knocked out as in Knockout formats wherein half the entries are out after Round 1. Also, look out for non-Biba events that are Grand Prix rated . . . They could make the difference between £134 or £25!



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