

BIBAFAX

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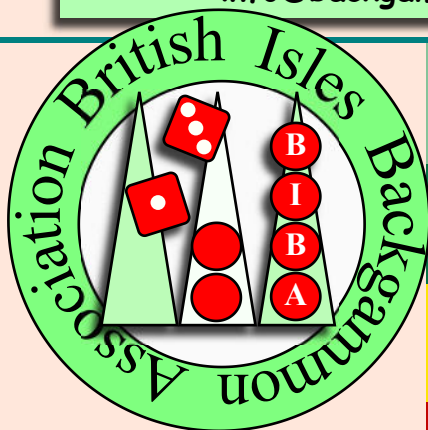
April

Magazine of the British Isles Backgammon Association

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Partouche Group of France Unveils Ambitious Backgammon Projects

The Partouche Group of France is getting into backgammon with a very ambitious project that will soon see the launch of their very own backgammon server as well as a new European tour with a series of live tournaments culminating to a Grand Finale with 100,000 Euros in added prize money.

Europe's biggest casino operator, Partouche has more than 50 land-based casinos throughout France and other parts of Europe. The Chief Executive Officer of the new PartoucheGammon project is Eric Guedj, Director the annual Cannes Riviera Challenge and Nations Cup as well as the Paris Masters & Open.

Partouche Gammon players will be able to log on by computer, or even their cell phones using interactive mobile technology. Backgammon aficionados will be able to play for fun on Partouche Gammon but can also win online qualifiers to events on the Partouche Tour as well as a wide selection of other live tournaments.

There will also be a complete information website for customers to read up on the basics of the games. Partouche Gammon has acquired the assistance of international backgammon consultant Michael Strato to provide a variety of services. There will also be a constant flow of new strategy articles written by experts from many countries, such as two-time World Champion Bill Robertie, Japan's #1 player Mochizuki Masayuki and Canadian expert Jay Bidal, just to name a very few. All content will be available in French, English and Spanish while other languages will be introduced at a later date.

There will also be tournament reporting from the venues of the Partouche Gammon Tour (PGT) and video content from some of the world's best tournaments will also be made available through Partouche's partnership with the World Series of Backgammon Enterprises.

Here is the schedule for the PGT which currently consists of five live tournaments in France:

- April 18 to 22, 2007, Hôtel Le Lutetia, Paris.
- May 10 to 13, 2007, Casino Le Lyon Vert, Lyon.
- June 7 to 10, 2007, Casino St. Amand, St. Amand les Eaux.
- July 16 to 22, 2007, Cannes, Palm Beach Casino.
- September 6 to 9, 2007 - Grand Finale! - Grand Domaine de Divonne Les Bains.

The Grand Finale will be a competition between the top 24 ranked players from the Tour with 100,000 Euros added prize money up for grabs. The entire tour has a guaranteed prize pool of 300,000 Euros.

The release date of the website is planned for the end of March 2007.
For more information, email to: info@partouchegammon.fr



Bloody Big Bright 'n' Breezy Blunders!

By Michael Crane



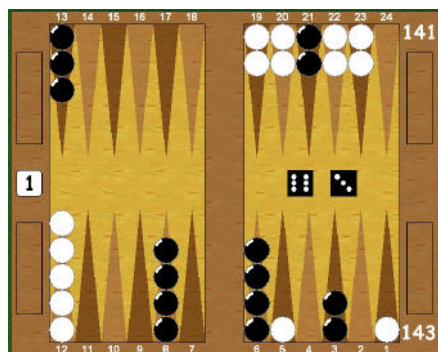
During their Finals match, John Hurst and Stuart Mann made a few, rather large, blunders. Here

they are in playing order, ranging from 12th (the lowest) to 1st (the highest). Cover up the text below the boards and decide which of the candidate moves is the blunder and which is the best play and compare your pick with the results.

12th @ -0.114

The first blunder is also the smallest one. The score is 0-0 and John (black) has to play 63:

Black to play 63



13/7 8/5*
8/2 6/3
13/4

There are three up for consideration. Can you spot the blunder?

All of the above leave a shot, the question is - do you leave a double-shot by hitting 8/5* with 13/7? If you answer yes then you've found the blunder. It might be the smallest loss of the lot but it is a blunder nonetheless. I can see the logic in hitting; it stops white anchoring (except with 54) and it has the benefit of twenty-seven covering numbers; but before that, white has almost as many (twenty-six) that will hit at least one of the blots. Not a good trade-off.

Playing 8/2 6/3 leaves just eleven shots and gives black twenty-nine covers. I know the 2-point is a little deep but it is better making that than going for the 5-point. However, the best play is the pure 13/4, slotting the 4-point. It's not as deep as the 2- and is of more use to black.

Only thirteen rolls hit, and twenty-three will cover. Of the three candidates, 13/4 gives the best game winning chances (gwc), but the blunder gives the most gammons; however, white's gammon chances (gc) are increased by this attacking play.

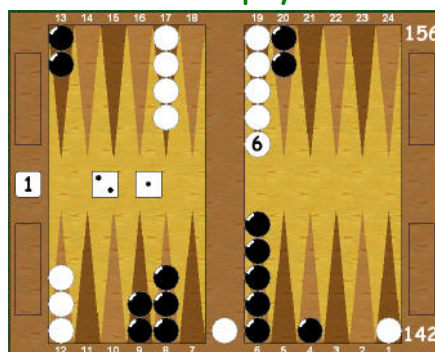
White cubed on his next roll from the bar; a no double/take that was a big blunder with -0.248 equity! However, on his roll he struck lucky with 54 and made the advanced anchor. Black never fully recovered his 'lead' in the game after this hit and eventually lost two points!

	gwc %	gc %	-eqty
13/4	46.4	11.6	
8/2 6/3	44.2	10.6	-0.074
13/7 8/5*	44.7	13.8	-0.114

8th @ -0.137

Only six moves displayed by Snowie and the actual play is 4th! White leads 3-1 and has to play 21.

White to play 21



25/23 24/23
25/24 6/4
25/23 8/7
25/22

The reason that the actual play is deemed a blunder by Snowie is that it increases black's gc to 24.1% from 16.4% with the best play. The play is 25/22, putting the blot off the bar and into danger. Black has established a good anchor on his 20-point and now he's looking to make a few in his home board. Ideally he'd like to make his 5-point, but white's two blots are very enticing and are in danger from every one of black's rolls! The simple 23-point anchoring play is the best play, although 25/24 and slotting the 6-point, 6/4 is very good too. The provocative play 25/23 8/7 is only an error and has some merit in that

it tries to get black to vacate his advanced anchor. White's possible reason for 25/22 might be an attempt to form a new anchor, but the likelihood of actually pulling it off are very slim indeed.

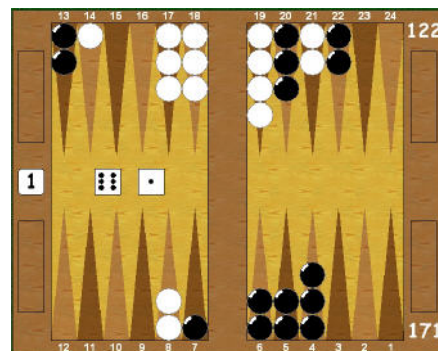
Black rolls 54 and, instead of 'safely', moving 13/4 he plays 8/3* 8/4, white's reply is 63 off the bar, 25/22* 24/18. Eight rolls after playing this 54, black ends up with five checkers in white's home board - a position that takes us to our next blunder.

	gwc %	gc %	-eqty
25/23 24/23	32.2	6.5	
25/24 6/4	35.2	7.0	-0.012
25/23 8/7	35.2	7.2	-0.061
25/22	34.5	6.9	-0.137

10th @ -0.131

Following on from above, white leads 3-1 and has to play 61.

White to play 61



17/11 17/16
17/11 8/7
17/11 7/6
11/4

Black is embroiled in a holding game, occupying white's 5- and 3-points. He has a spare checker which he can launch when needed and still keep his anchors intact. There are three rolls better than the actual play and they all involve moving one checker 17/11 to block off 6s; but white plays 11/4 instead and leaves the two white runners a long way from safety. Of the covering plays, two of them are reasonable: 8/7 or 7/6. The latter is the marginally weaker; but the best play is moving both runners. The best play, however, leaves two extra rolls that hit: 4s plus 6s = 17; whereas the other two plays leave fifteen 5s. The 'extra' roll of 6s might hit the blot, but it does give white nine re-entry hits, 7s plus 63 thanks to being hit by the 6s.

As it turned out, black rolled 41 (which most likely would have been played



13/8*) and made his 3-point. Eventually white had to run one of his back checkers off the 17-point and black hit the remaining one. This checker then danced for several rolls and only came in during the white bearoff; but white never got into the race - he dropped a 2-cube to take the score to 2-3 to white.

	gwc %	gc %	-eqty
17/11 17/16	62.2	16.0	
17/11 8/7	61.1	16.6	-0.043
17/11 8/6	60.9	16.7	-0.056
11/4	58.6	17.9	-0.131

9th @ -0.174

At -0.174 we are now getting nearer the bigger blunders. This is the next game and white, leading 2-3 has to play a double-three.



13/10(3) 6/3
8/5(2) 6/3(2)
13/10(3) 9/6

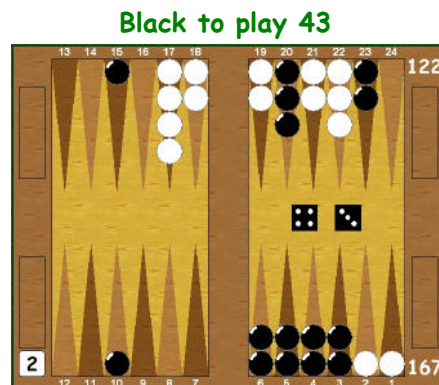
After this move, white will be twenty-five pips ahead in the race. The top two plays both involve moving 13/10(3); the choice is then between 6/3 or 9/6. Either play is OK, the equity being just -0.009. I personally favour 6/3 to make another home board point at some time; however, it's not the lone 3 that's important, but the three played across that block black's runner on white's 4-point. The actual play goes for two home board points, the 5- and 3-points; but what use are they without a blot on the bar? White has an ideal roll here to clear his mid-point with a 3-roll lead (the average roll being approx. 8 pips), but he fails to take it.

Later on white is struggling to clear the two checkers left on his mid-point until a timely 22 is rolled and enables him to cube black out on his next roll.

	gwc %	gc %	-eqty
13/10(3) 6/3	79.0	10.8	
13/10(3) 9/6	75.8	11.4	-0.009
8/5(2) 6/3(2)	71.7	6.9	-0.174

3rd @ -0.215

The score has now changed to 3-4 in white's favour and we now have our highest equity loss so far, a massive -0.215. Black is holding a 2-cube and has to play 43.



20/16 15/12
20/16 10/7
15/12 10/6
23/16
20/13

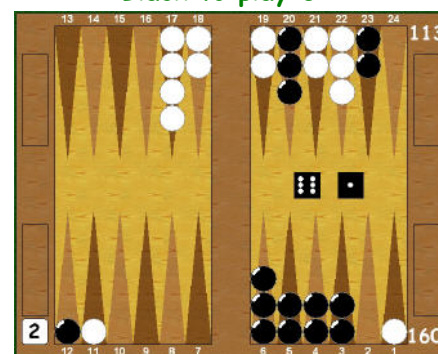
Five to pick from here - can you spot the blunder? Here's a clue - it doesn't involve running out a back checker. Black plays 15/12 10/6 leaving just one checker to stop white moving out with 5s and 6s. Most probably if white rolls a 5 or a 6 he's going to be running out as fast as the dice will allow and therefore black needs to be able to hit him back as often as he can. The best way to achieve this is the best play of 20/13: 25% of white's roll can hit one of the black blots; but when missed and if white pokes his head out, black will have excellent hitting chances.

On his roll, white throws a 54 and runs out 23/14; leaving black with just fifteen hitting numbers . . . which brings us to our next blunder, our second to biggest one.

	gwc %	gc %	-eqty
20/13	59.9	18.2	
20/16 15/12	59.9	17.8	-0.022
20/16 10/7	57.4	16.3	-0.132
23/16	57.2	16.4	-0.159
15/12 10/6	54.1	16.2	-0.215

2nd @ -0.280

Black to play 61



20/14 12/11*
12/11* 11/5

Black rolls one of his eleven 1s, and rightly plays 12/11*; the problem comes with moving the 6 - should he continue 11/5 or bring out a runner 20/14? Just like his previous position, black has to make good use of the spare checker on his 20-point to give him outer board cover for white's escaping back checkers. Ideally he'd like to have white dancing for a while so that he can start to get all his back checkers out and put them all into attacking white's two last checkers. The actual play of 11/5 might achieve this but it's also possible that low rolls will cause his prime to crumble before any of his back checkers can escape.

White's reply is 11; with which he anchors on the 23-point, 25/23 24/23 8/7. Black's 'problem' of escaping his back checkers is negated when he then rolls 66, and he makes his 8-point, nicely blocking off 6s for white; which works immediately when white rolls 63 and is forced into leaving a blot, he decides that attack is the best route by playing 8/5* 7/1 leaving two home board blots. Black comes in with 11, 25/24* 8/7(2) 5/4 - and white dances and then black rolls 63 and picks up the other white blot with a pick-and-pass move, 23/20* 20/14. After white dances black ships across a 4-cube and white gratefully declines - as Snowie screams out, "Too good to double/pass!" Black had 38.2% gc and should have played on, cashing when gammons ►

THE 12th LIVERPOOL OPEN
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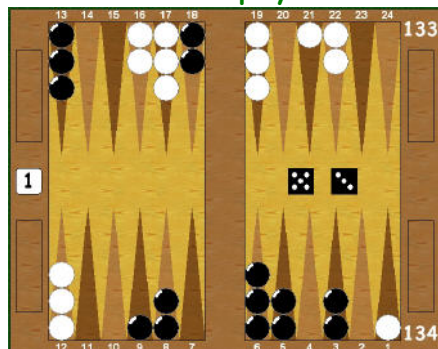
were unlikely to come to fruition.

	gwc %	gc %	-eqty
20/14 12/11*	64.5	22.8	
12/11* 11/5	57.9	21.4	-0.280

4th @ -0.159

We slip back into the 150s with this 4th position blunder. The score has now moved to 8-4 in black's favour and he has 53 to play.

Black to play 53



18/13 18/15
13/10 9/4
13/8 9/6
13/5
9/1*

Is this the right time to volunteer a direct shot? If so, is it done 9/1* or 13/10 9/4 or 18/13 18/15? The short answer is - No. Playing 9/1* has the merit of leaving the fewest return shots (eleven) but it is a blunder; 13/10 9/4 is a tad worse; but by far the worst is breaking the 18-point anchor. White has 25% of his rolls that can hit and cover plus 31 as a hit and make-safe play. The second best move is 13/8 9/6 adding a new builder to the 13-point, but the best play is the pure 13/5 adding a new builder to the 5-point and directly threatening the remaining white checker.

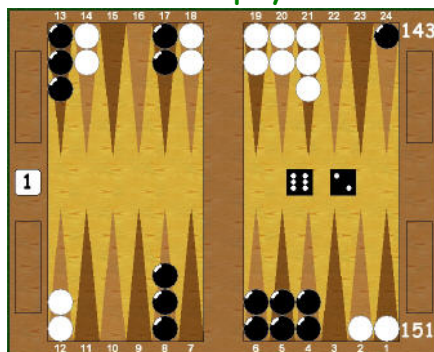
White misses the blot when he rolls 55 and then 11 from black safeties it. From thereon the game favours white, and, after rolling a good running 44 he cubes black out.

	gwc %	gc %	-eqty
13/5	60.0	16.1	
13/8 9/6	58.8	13.1	-0.044
9/1*	56.7	18.8	-0.122
13/10 9/4	57.8	16.8	-0.124
18/13 18/15	57.9	10.3	-0.159

7th @ -0.139

White has pulled back a point to trail 8-5 and black has 62 to play.

Black to play 62



24/16
13/5

Just a couple to pick from, so finding the blunder is 50/50; can you find it?

The correct play here, as in previous similar positions with a lone isolated checker is to get it out or at least enable it to escape with a single die. Therefore, 24/16 is the correct play. The actual move of 13/5 is well down on gwc (4.9% fewer chances) and bigger on white's gc (14.5 up to 15.1). It could be argued that black will probably roll a 1 or 2 to assist his escape - but the inverse is as true. Move it now and take the risk of being hit back before white's home board improves.

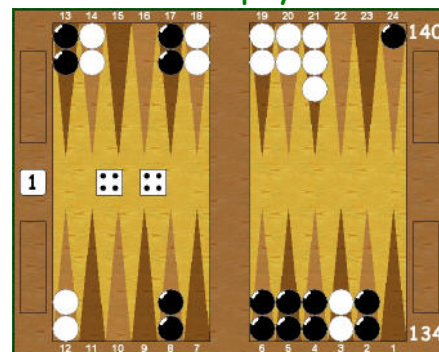
White's response is to anchor on the 22-point with 21, 24/22 23/22. Black replies with 63, and makes his 2-point, 8/2 5/2; after which white has the biggest blunder of them all . . .

	gwc %	gc %	-eqty
24/16	58.8	16.3	
13/5	53.9	18.9	-0.139

1st @ -0.423

Doubles are always fraught with margins for errors, and this one is no exception. White, trailing 8-5 to play 44 and in the process make the biggest blunder of the lot.

White to play 44



22/18(2) 11/7(2)
22/18(2) 13/9(2)
22/18(2) 7/3(2)
22/14(2)
11/3(2)

I would imagine that a lot of readers would have made the same play as white. He ran out with 22/14(2). The problem with this is it lets black off the hook with 6s, which he will have to move from one of his three points, 17-, mid- or 8- (unless he rolls 61 then he can move his back checker), and it lets him clear his mid-point too easily. This is the idea behind the best play, 22/18(2) 13/9(2); this stops black clearing his mid-point and at the same time threatens it. Sixes don't play too well for black and he will now almost certainly have to clear his 8-point leaving other 6s a pain in the arse for black to play.

The second best play is a blunder in its own right; 11/3(2) might make a nice home board prime but it then puts white into the position of having awful 6s to play. The same can be said of 22/18(2) 7/3(2) and 22/18(2) 11/7(2).

Black rolls 65 and (because white didn't remain on the white bar-point) he plays 13/7 13/8. If white had remained on the bar-point then black would have had to clear his 8-point and then face some very poor 6s. White then rolls a 65 of his ▶

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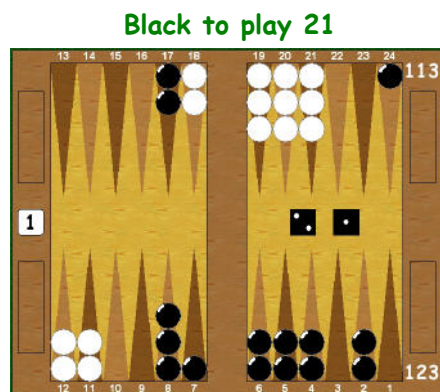
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own and plays correctly, 11/5 11/6; a position in which black offers us another blunder.

	gwc %	gc %	-eqty
22/18(2) 13/9(2)	67.6	19.6	
11/3(2)	61.8	24.1	-0.169
22/18(2) 7/3(2)	60.9	22.6	-0.270
22/18(2) 11/7(2)	61.2	18.4	-0.333
22/14(2)	61.1	10.5	-0.423

9th @ -0.133

We drop down into 9th place with this blunder from black.



Black to play 21

24/22 8/7
8/6 8/7

Only a couple again - and by now you should be seeing a pattern here: Get the back checker into an one-die escaping position! Of course, black didn't do this, he played 8/6 8/7. Although this looks good the back checker could be a problem. If it's moved up now it could well be a spare checker on the 17-point bearing down on white's last two points.

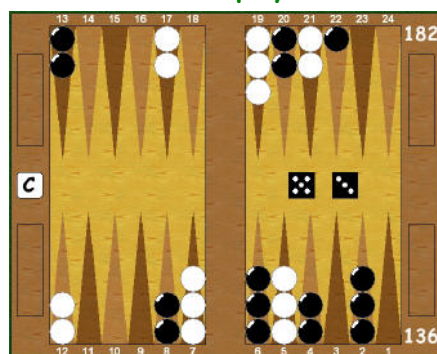
As it turned out, white's roll of 32, 6/3 5/3 would have pointed on black had he made the 'best' move! A couple of moves later white cubes to 2; and instead of passing (double/pass, says Snowie), black takes. The ace-point blot never did get any nearer to the 17-point anchor - not until it was placed on the bar re-entering with a 52. From there, black's next roll was a timely 66 that put him twelve pips ahead in the race and enabled him to (later) double white out during the bearoff and take the match to Crawford.

	gwc %	gc %	-eqty
24/22 8/7	37.7	8.6	
8/6 8/7	35.2	8.7	-0.133

6th @ -0.152

The match has now reached the Crawford game and black is leading 10-5 and just needs this game to win the match.

Black to play 53



13/8 13/10
20/15 6/3
13/8 6/3
8/3 6/3
6/1 4/1

White has good control of the board at the moment - he even has a couple of spare checkers on his 18- and 20-points; black on the other hand is in danger of losing his timing. Black holds his *Golden Point* (20-point) and should continue to do so for a bit longer - but breaking off it with 20/15 6/3, he decides it's time to leave it. The only merit I can see in this move is the duplication of 3s... but that in itself isn't reason enough for this play. If you're going to move 6/3 you might as well make it with 8/3 as well. It leaves a blot but getting hit can only aid black, not harm him; and this is the best play - making the 3-point. At 1-away, 6-away, all black needs to do is win a single point, and the best move does with 47.8 gwc, whereas the actual play drops this down to 43.3.

As bad as it looks, making the 1-point, 6/1 4/1, isn't as bad as the actual play; and lying just below this is 13/8 6/3, exposing the mid-point. This is just a bit too risky and coming in second is clearing the mid-point with 13/8 13/10, although it does expose the blot to two of white's spare checkers.

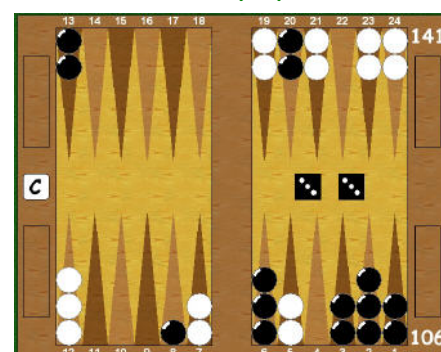
White rolled 54 and moved from the 8-point to hit loose, 8/3* 8/4; this was a fairly large error, it would have been better to have played 20/16 18/13. The game progresses to a position in which black has a 33 to play and with it we come to our final blunder, the 11th @ -0.121.

	gwc %	gc %	-eqty
8/3 6/3	47.8	17.8	
13/8 13/10	45.2	14.2	-0.044
13/8 6/3	43.3	15.0	-0.100
6/1 4/1	42.5	15.0	-0.134
20/15 6/3	43.3	16.8	-0.152

11th @ -0.121

Just a pair of moves for our final Bloody Big Brighton Blunder.

Black to play 33



20/14(2)
20/8

I wonder how many of you picked 20/8 as the blunder? Well, you were wrong! Running a back checker all that way to make the 8-point was the better play. Black's lone runner isn't under many threats, only 8s: 53, 62, 44 and 22 can hit - but that wouldn't really bother white too much. With this play white's gc stands at 11.9% but his gwc are fewer at 39.8%. The actual play, 20/14(2), increases white's gc to 11.9%; and exposes the blot to a double-shot.

White rolled a 3 and hit and it was this catalyst that enabled him to win the Crawford and take the match into another game. 10-6.

	gwc %	gc %	-eqty
20/8	61.1	17.3	
20/14(2)	57.3	16.9	-0.121

At the score, 10-6 to John (black), post-Crawford, Stuart was unable to win another game and John came out the winner. This full match is available on the CD-ROM version of Bibafax or via email from Biba HQ.



John & Stuart

I'd like to thank the two players for their contribution to this article.

BACKGAMMON X 2007

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LIVERPOOL BACKGAMMON CLUB presents THE 12th LIVERPOOL OPEN

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We aim to finish play by 7:30 pm on both days

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How Good Is Your Backgammon?

Asks Michael Crane & Snowie

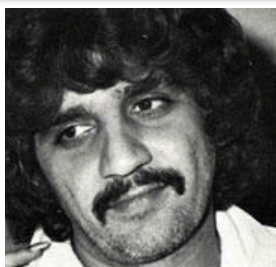


Photo from Bill Davis's web site (see text)

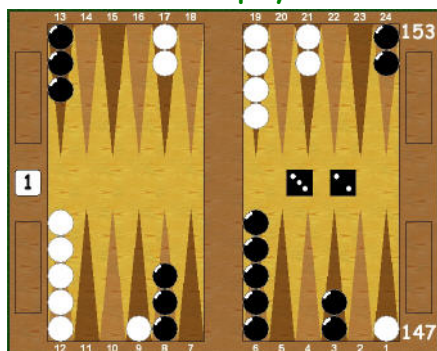
This article is based on the 1981 2nd Holiday Tournament, Las Vegas, between Kent Goulding and Mike Maxakuli. Since I started this series Mike has died at the age of 62. Michael "Max" Maxakuli, backgammon publisher, club director, will be missed by his many friends in the backgammon world. One such is Bill Davis of Chicago Point backgammon magazine. Bill has published an account of Mike's life, both in the Point magazine and at his web site at www.chicagopoint.com/janmax.html.

In this series I have slightly changed the format, instead of you deciding on a particular move I have listed the options.. When you come to ??? the position is shown along with five candidate moves (if five are available). Cover up the text below the moves and decide which of the moves is your choice. Keep a record and at the end see how you scored. The match is to 15 points, Kent is playing Black and Mike, White.

Game 7

Kent Goulding : 1 Mike Maxakuli : 7
01) 42: 8/4 6/4
02) 55: 13/8(2) 8/3(2) 62: 24/18 18/16

Black to play 32



8/3
6/1*
13/8
24/22 6/3
24/22 8/5

Early in the game and black has a 32 to play. Is it too soon to hit with 6/1* or should the heavy 5-point be lightened

with the 3, 6/3? Hitting here isn't a blunder, but it is an error, and this is black's play. It might provide an opportunity for black to pick up the blot on his 9-point, but that's about all it'll achieve. Rarely is hitting on the 1-point worthwhile - unless you're going for the Blitz and this game develops into a blitz! The best play was 24/22 6/3 providing a good home board builder and getting a back checker on its way. Slotting 8/5 with 24/22 is quite risky and gives white plenty of rolls that'll come in and hit the 5-point blot (55.55%). Moving from the mid- 13/8 only places another checker on a point already laden with an extra checker; and simply shifting 8/3 is a blunder, stripping the 8-point for no real gain.

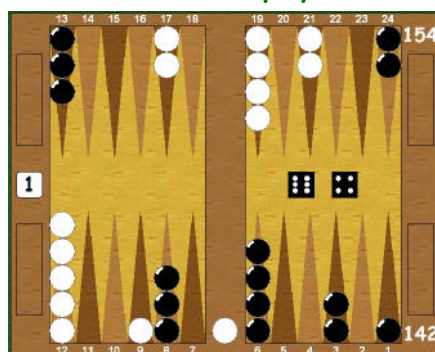
24/22 6/3 5
6/1* 4A
24/22 8/5 2
13/8 2
8/3 0

03) 32: 6/1*

66: Dances

So, black hits and the blitz begins as white obligingly dances. Immediately after the dance black is faced with another choice:

??? Black to play 64



24/18 24/20
24/18 13/9*
13/7 13/9*
13/9* 9/3
8/2 6/2

Black now rolls a great pointing roll, so is making the 2-point the correct move here - or would it be better to hit the 9-point blot instead? Well, before we get to the better plays, let's get rid of the running play, 24/18 24/20. This is a huge blunder and if you played this then you don't have the first idea about blitzing. If you're looking to blitz someone you need to keep them dancing while you build up a

good home board. So, it's 8/2 6/2 then? Nope, it's not. This is another big blunder - if you make the 2-point white is still massive favourite to re-enter off the bar with 27 rolls (75%), eleven of which hit on the 1-point.

So, in order to fan the flames of a small blitz into a big blitz we need to hit. Moving 13/9* 9/3 does that; but it's let down by the second part of the move; there's nothing to gain by moving a perfectly good builder (9-point) down onto the 3-point. Moving two off the mid-point, 13/7 13/9* also does the job but it vacates the very strong mid-point; which black might need should the blitz fail. So we are left with hitting 13/9* 24/18; it gives good point-making rolls for the bar-point or 5- and 4-points and gets a runner out for later use.

24/18 13/9* 5A
13/7 13/9* 3
8/2 6/2 0
13/9* 9/3 0
24/18 24/20 0

04) 64: 24/18 13/9* 32: 25/23
05) 33: 8/5(2) 5/2*(2) 63: Dances

Black has excellent chances to cover his 1-point blot with 5s, 7s or 8s.

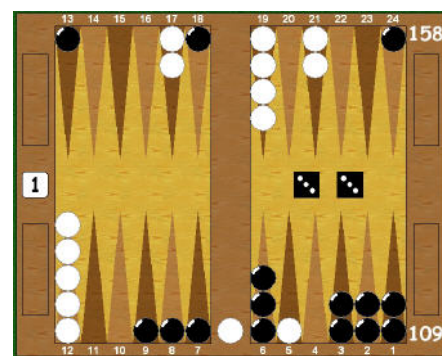
06) 65: 13/7 6/1

This is an great roll; it covers the blot and brings another builder into the battle for the closeout.

51: 25/20

White re-enters and black has to make a choice:

??? Black to play 33



18/15 13/10 8/5* 5/2
18/15 13/10 9/6 8/5*
18/15 13/7 8/5*
13/7 8/5* 5/2
13/7 7/4(2)

Black was hoping for small numbers but two 3s aren't the best ones to have. However, you can make the 4-point to cover five home board points by moving 13/7 7/4(2); but to do this would be to abandon



the blitz. In order to carry out a blitz you have to stop white anchoring and therefore the 4-point won't stop him and he'll have eleven rolls to anchor. It is important to stop white getting a very good 5 so this move must include 8/5*; the quest is to find the best way to do this while trying to blitz. In order to maintain the momentum, hitting loose on the 5-point is an error; black doesn't want to lose any of his next roll coming in off the bar, therefore the two plays that could result in this occurring are no good.

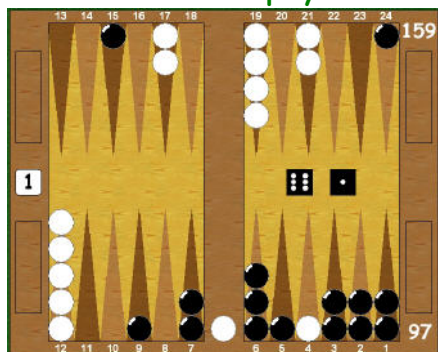
We are then left with 13/7 8/5* 5/2 and 18/15 13/10 8/5* 5/2. The former is very nearly a blunder, it leaves just 44.44% point-making rolls whereas the latter leaves 77.77%; a clear favourite. The odds are well stacked against white getting both checkers in with one roll, just 11.11%, so leaving a return off the bar, albeit 30.55% of the time, isn't worth it; not to guard against just four rolls.

18/15 13/10 8/5* 5/2 5
 18/15 13/7 8/5* 4A
 18/15 13/10 9/6 8/5* 2
 13/7 7/4(2) 2
 13/7 8/5* 5/2 1

07) 33: 18/15 13/7 8/5* 43: 25/21

White's re-entry with 25/21 has once again given black a few choices.

??? Black to play 61



24/18 5/4*
 15/9 5/4*
 24/18 6/5
 15/9 6/5
 7/1 5/4*

Dilemma time: Do you hit loose or make the 5-point? If you keep in mind the intention of going for the blitz then making the 5-point is wrong, you have to hit. Last roll it was wrong to leave a blot on . . . and this time it isn't! The difference is, last roll you had the option to 'pick & pass', this time you don't. Having said that; hitting 7/1 5/4* is a huge blunder - moving a checker past the one gap in your home board is not a good idea, especially when you break off a good point to

do it. The two plays that make the 5-point are giving white chances yet again to anchor and possibly turn this game around; so we are left with the two remaining slotting plays. Snowie can't separate them - they are of equal value. Each of them goes for the blitz, but I tend to favour the 15/9 as it's a good blocking point.

15/9 5/4* 5
 24/18 5/4* 5
 24/18 6/5 3
 15/9 6/5 3A
 7/1 5/4* 0

08) 61: 15/9 6/5 52: Dances
 9) 63: 24/18 7/4* 31: Dances

Black continues to deprive white of anchoring rolls (except double-fours), which he doesn't roll.

10) 53: 18/13 7/4 66: Closed out

Finally the blitz comes off and white is closed out.

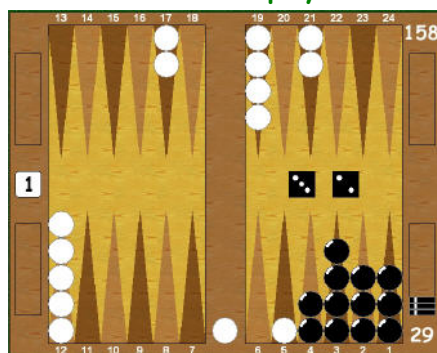
11) 22: 13/11 9/7(2) 7/5 66: Closed out
 12) 62: 11/5 5/3 66: Closed out
 13) 65: 7/1 5/0 66: Closed out
 14) 62: 6/0 6/4 54: Dances

White has an open point to come in on - but he's looking at a 94.6% gammon loss.

15) 32: 3/0 4/2 33: Dances
 16) 11: 5/3(2) 54: 25/20

White's in and gammon losses now stand at 97.6%.

??? Black to play 32



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

The last thing black wants to happen now is to leave white a blot; so he plays 4/1 4/2 and leaves himself with a 100% chance to win the game including 99.9% gammons. Of almost equal value is 3/0 2/1. But, taking two off, 3/0 2/0 could leave a blot with double 6, 5, 4 or 3; a risk that black doesn't have to take.

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

White eventually re-enters his final checker and then concedes a gammon.

17) 32: 4/1 4/2 42: 25/21 20/18
 18) 43: 3/0 3/0 Concedes a gammon
 Wins 2 points

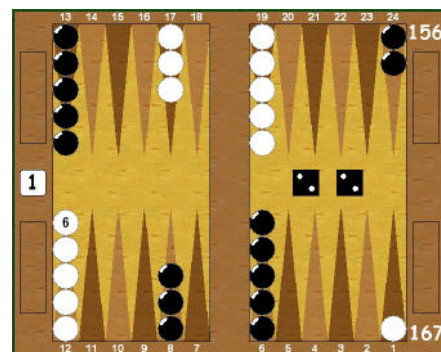
Game 8

Kent Goulding : 3 Mike Maxakuli : 7

01) 65: 24/18 18/13

It's black's first roll and we already have choices:

??? Black to play 22



24/22 13/11 6/4(2)
 13/11 8/6 6/4(2)
 13/11(2) 6/4(2)
 24/22(2) 6/4(2)
 24/20 6/4(2)

When your opponent runs with 65 to his mid-point your reply with 22 is to make sure the remaining checker has a more difficult journey to safety; therefore the actual move of 24/20 6/4(2) is wrong. In fact it is the worst of the choices and very near to a blunder. The 4-point part is OK, it's the running move that isn't. The remaining two 2s should be used to make the 11-point; this achieves several things: It shifts checkers off a laden point, it makes a valuable building point, it makes it very hard for white to escape his lone runner.

Marginally worse are 24/22 13/11 6/4(2) and 24/22(2) 6/4(2). The former is fractionally better because of the building possibilities of the mid-point move, 13/11, and the provocative running play 24/22. Making the 22-point has its merits but it lacks the flexibility of the split. Even taking the spare checker off the 8-point to make the 4- is better than the actual move.

13/11(2) 6/4(2) 5
 24/22 13/11 6/4(2) 3
 24/22(2) 6/4(2) 3
 13/11 8/6 6/4(2) 2
 24/20 6/4(2) 1A

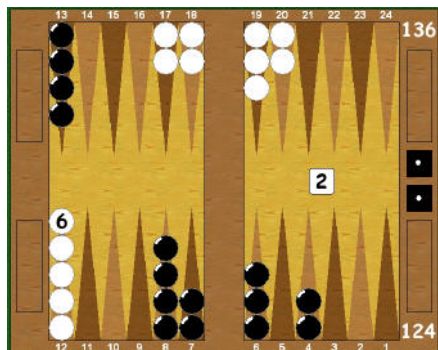
02) 22: 24/22(2) 6/4(2) 65: 24/18 18/13
 03) 66: 20/8 13/7(2) 41: 13/9 9/8
 04) 65: 24/18 18/13



Black runs out his last checker and we are into a race; or to put it another way ... a boring dice rolling game!

11: 8/7(2) 6/5(2)

Here's a bit of excitement; white cubes . . and black takes.



05) Doubles to 2

Takes

Snowie agrees:

Double/take	0.771	
No double	0.725	-0.046
Double/pass	1.000	+0.229

From here on the game goes with black . .

06) 42: 13/9 7/5	64: 13/7 13/9
07) 53: 13/8 8/5	54: 13/8 13/9
08) 21: 8/6 6/5	65: 13/7 13/8
09) 54: 8/3 8/4	31: 9/6 7/6
0) 62: 13/7 7/5	41: 8/4 7/6
11) 51: 9/4 7/6	41: 8/4 7/6
12) 51: 13/8 8/7	51: 8/3 7/6
13) 51: 8/3 7/6	22: 9/7 8/6 7/5 6/4
14) 22: 4/2(2) 2/0(2)	63: 6/0 3/0
15) 52: 5/0 6/4	63: 6/0 6/3
16) 44: 6/2 4/0(3)	53: 5/0 3/0
17) 51: 5/0 5/4	22: 4/2(2) 2/0(2)
18) 21: 2/0 6/5	61: 6/0 6/5
19) 63: 6/0 3/0	63: 6/0 6/3
20) 41: 5/1 1/0	31: 3/0 5/4
21) 64: 6/0 4/0	22: 4/2(2) 2/0(2)
22) 61: 5/0 3/2	44: 6/2 5/1(2) 2/0
23) 21: 2/0	

Wins 2 points

The next game, thankfully, is a little more entertaining.

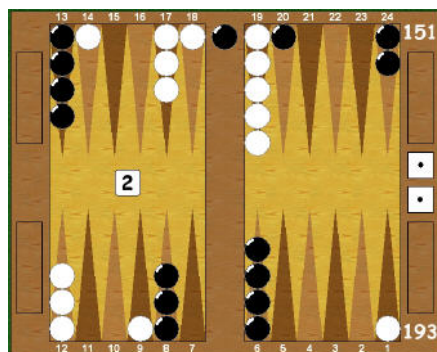
Game 9

Kent Goulding : 5 Mike Maxakuli : 7

01) 41: 13/9 6/5 42: 24/20* 13/11

The danger of slotting your 5-point with any opening play is that any 4, (41.66%) will be used to hit; and this is what happened.

02) 52: 25/20 20/18 64: 13/7* 20/16*
03) 65: 25/20 Doubles to 2



White cubes

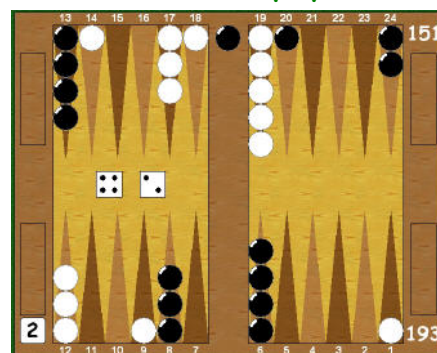
Correct cube action on both sides:

Double/take	0.771	
No double	0.725	-0.046
Double/pass	1.000	+0.229

04) Takes

White now has a choice:

??? White to play 42



24/20 7/5*
24/22 11/7
13/9 7/5*
8/4 6/4
11/5*

White has rolled one of his many bar-point covering rolls and therefore the best play is 24/22 11/7 . . . Wrong! Making the bar- isn't priority at the moment, stopping black establishing an advanced anchor is. The better plays all involve hitting on the 5-point. So, that rules out 8/4 6/4; it is a minor irritant to black and not worth making - certainly not at the expense of having two in the air.

Of the hitting plays, 11/5* is the worst for it takes away a good builder. The second best is 13/9 7/5*; which, although it

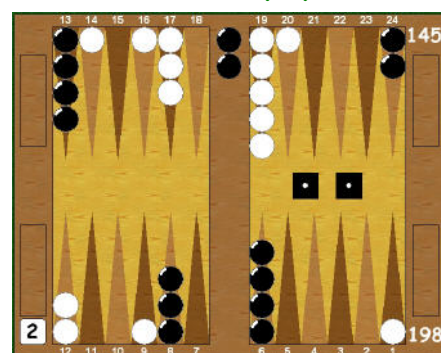
brings down another builder to the 9-point, it only increases the covering rolls by 1 over the best move. The best move, 24/20 7/5* gives one roll fewer 5-point covers, 32 as opposed to 33, but it makes up for that small loss by giving white a chance to make his *Golden Point* if hit.

24/20 7/5*	5
13/9 7/5*	5A
11/5*	4
24/22 11/7	3
8/4 6/4	1

42: 13/9 7/5*

Black's reply is a good, double-one.

??? Black to play 11



25/24(2) 24/23 8/7
25/24(2) 24/23 6/5
25/24(2) 6/5(2)
25/24(2) 24/22
25/23(2)

Doubles are (usually) good rolls for they allow you to make points; and the strongest point on the board is the 5-point; therefore making it, 25/24(2) 6/5(2), is the correct play here by a good margin. The actual play makes the 23-point, but that leaves the checkers there blocked by 6s because of white's 8-point. Slotting the 6- with 25/24(2) 24/23 6/5 is very risky, it duplicates 4s; but that still leaves white with 6s, 3s and 1s to cover. The split to the 22-point with 25/24(2) 24/22 isn't going to worry white, and nor is the minor split and bar-point slot, 25/24(2) 24/23 8/7 going to bother him; he's got plenty of hitting/covering rolls.

25/24(2) 6/5(2)	5
25/23(2)	3A
25/24(2) 24/23 6/5	2
25/24(2) 24/22	0
25/24(2) 24/23 8/7	0



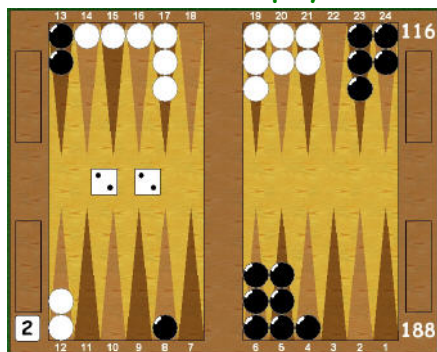
FINEST TOURNAMENTS WITH BEST PLAYERS
WORLD BACKGAMMON ASSOCIATION
BIGGEST PRIZES



05) 11: 25/24(2) 24/23(2) 43: 9/5 16/13
 06) 44: 13/9(2) 9/5(2)
 22: 24/22 13/11 6/4(2)
 07) 51: 8/3* 6/5 21: 25/23 23/22*
 08) 44: Dances 43: 22/18 18/15
 09) 66: Dances 52: 15/10 11/9
 10) 42: 25/23 8/4

White has loads of builders in this next position.

??? White to play 22



11/9 9/7(2) 6/4
 11/9 9/7(2) 8/6
 11/7 10/8 9/7
 13/9 9/7(2)
 13/9(2)

The best play is to make the 7-point; and all but 13/9(2) does this; and this makes it last on the list. The bar-point is important, but which of the remaining moves is the best one? Coming in at Snowie 2nd is the very safe play 11/7 10/8 9/7; but it does look very top-heavy on the 8-point. At 3rd we have 11/9 9/7(2) 8/6, which piles them onto the 6-point.

Now we have 11/9 9/7(2) 6/4 and 13/9 9/7(2). The former play is nice and safe and keeps a few builders in reserve, the latter leaves direct 1s (30.55%). So, why is the 'safer' and actual play, relegated to 4th position? It's very likely that if black rolls 61 he is going to move 23/16 with it, and if he does then white will get more shots at the escaping checker. If you think that black would hit with 61, look again at the board and see if you can work out why it'd be a big blunder to do so!

13/9 9/7(2) 5
 11/7 10/8 9/7 4
 11/9 9/7(2) 8/6 3
 11/9 9/7(2) 6/4 2A
 13/9(2) 0

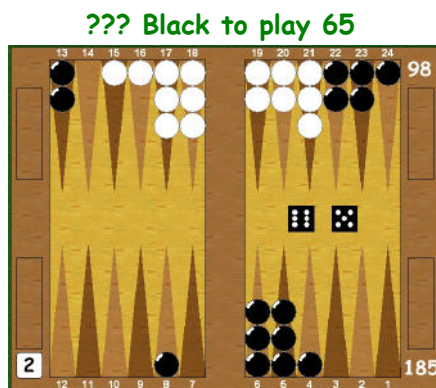
22: 11/9 9/7(2) 6/4

11) 21: 24/22 23/22

This is good roll (and move) for black.

64: 13/7 13/9

Black's luck begins to change as he roll a 65:



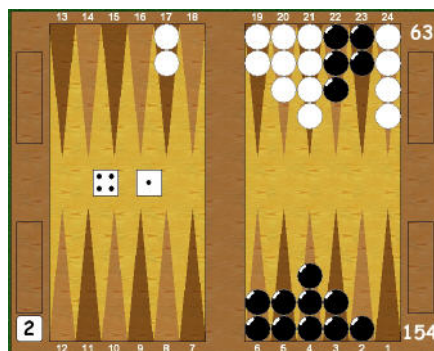
22/16* 16/11
 22/16* 13/8
 13/7 13/8
 13/7 8/3
 13/2

Black gets a shot with the 6; but should he do it? No way, José. This is not the time to hit, to do so would be a massive blunder, and if hitting was your play then you lose all your points in this quiz! Black must bide his time and make a better home board than he has at the moment, at the same time trying to play 'slowly' so as to maintain his timing. The mid-point play, 13/2, will do this, but it is the 3rd choice. The actual play (which I liked) was to move both off the mid-point, and it wasn't that bad a move, losing as it did just -0.015 in equity. Snowie placed 13/7 8/3 as best, giving chances to make the 4- or 3- points next roll.

13/7 8/3 5
 13/7 13/8 5A
 13/2 3
 22/16* 16/11 Reset to zero
 22/16* 13/8 Reset to zero

12) 65: 13/7 13/8 22: 10/8 9/7 8/6 7/5
 13) 41: 7/3 5/4 66: 7/1*(3)
 14) 33: 25/22 8/5 6/3 5/2 54: 6/1 8/4
 15) 31: 8/5 5/4

Black's progress is paying off and white has to leave a shot . . .



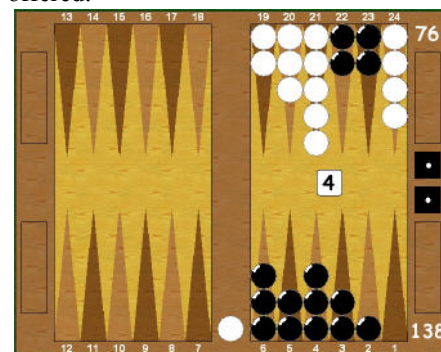
White to play 41

16) 44: 22/18* 18/6

41: 8/4 8/7

54: Dances

Black's double-four is a fantastic roll; and, after white dances the re-cube is offered:



Black cube action

17) Re-doubles to 4 Drops
 Wins 2 points

Kent Goulding : 7 Mike Maxakuli : 7

According to Snowie the 4-cube was a take:

Re-double/take 0.910
 No re-double 0.783 -0.127
 Re-double/pass 1.000 +0.090

So, how did you fare?

50	You are Kent Goulding
40-49	You are Mike Maxakuli
30-39	You are not that bad
20-29	You are fairish
10-19	You are poorish!
09-0	Take up knitting!

This article will continue in future issues of Bibafax.



Andreas Märtens Wins \$600,400 at PartyGammon.com Million Event

Report by Michael Strato

Andreas Märtens of Germany defeated Lasse Hjorth Madsen of Denmark 23-22 in Thursday's thrilling 23-point final of the PartyGammon.com Million tournament organized by Stephen Pearson, Susana Major and Michael Strato of Player International of the UK.

The event, sponsored by the PartyGammon.com backgammon server, was held from January 21-25, 2007 at the Atlantis Resort in The Bahamas - the final was played on the Dragons Patio of the Atlantis Resort from about 1 to 5 p.m. on Thursday, January 25, 2007.

Andreas Märtens is a former billiards player who has become a very talented backgammon expert. He won an online qualifier to this tournament and came to The Bahamas to prevail in the strongest-ever field in backgammon history taking home an astonishing \$600,400. U.S., plus a precious \$20,000 Swiss watch with a special backgammon theme designed by sponsor Marc Rouah of the bespoke Time-Wise SA watch company in Geneva, Switzerland.

And what a powerful field in this competition; many of the online qualifiers, though not regulars on the international circuit were actually very strong players, and amongst the world class experts attending were 25 of Yamin Yamin's top 32 Giants of Backgammon - all together some 10 past World Champions attended including Philip Vischjager of The Netherlands, the current World Champ.

Andreas Märtens goes down in history as the Champion of the first-ever Million Dollar Backgammon Tournament!

Runner-Up Lasse Hjorth Madsen is a popular Danish expert who frequents Kit

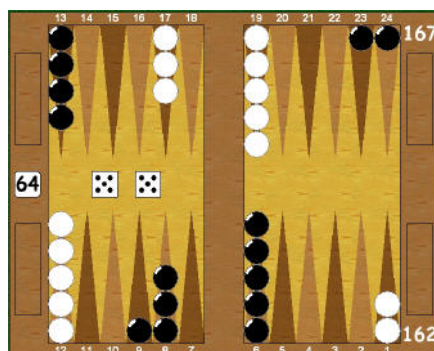
Woolsey's GammOnLine Forum (where everyone was cheering him on throughout the event) and one who also happened to qualify online. Madsen pockets another awesome amount of money - \$144,096.00 for second place. (Such payouts have never been seen in any past backgammon tournaments.)

The final was played on the Dragons Patio, a sundeck just outside the Dragons Bar and Nightclub of the Atlantis Casino, with a lovely tropical backdrop. It was filmed for television by MatchRoom and will be seen in many countries in the near future.

After drawing first blood with a single point in Game 1, Madsen won a gammon on a 2 cube in Game 2 to make it 5-0, followed by another single in Game 3 to take an impressive 6-0 lead. However, Märtens retaliated in the next three games, winning one, four, and then two points, to go ahead 7-6.

Märtens then continued dominating the match for some time reaching the score of 17-8, but at this point the balance of the scales starts to tip in Madsen's favour as he valiantly fights back.

At 21-11, Madsen wins one point, and from here the score goes 21-12, 21-14, 21-18, 21-20, 22-20 to DMP at 22-22! In the final game after Madsen opens with 4-1, Märtens (white) has this 5-5 to play:

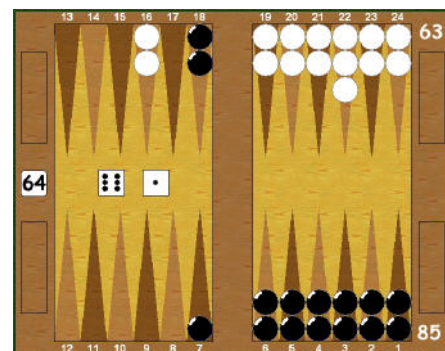


Kent Goulding and the players in the bar (out of hearing range of the finalists) were cheering on for the blitz move of 8/3(2) 6/1*(2) and although Märtens did consider it, he eventually chose to play 13/3(2), which while not considered quite an error at 3-ply, the bots tend to prefer blitzing - 8/3(2) 6/1*(2) - as best with the move 13/8(2) 6/1*(2) coming in second.

Madsen then rolls 6-5 to make Märtens' bar point and Märtens rolls 4-4 bringing both checkers from his 24 point to hit Madsen's only blot on Märtens' (White) 16 point (Madsen's 9 point).

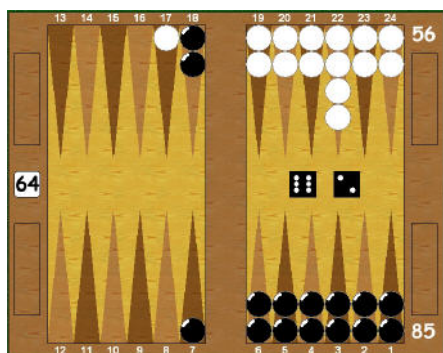
After this play, the players got one more hit apiece in the early part of the game (both bearing back in easily) and then settle down to a holding game.

At one point Märtens leaves an indirect shot (7 pips away) which Madsen misses. Märtens brings the blot home to safety in the next roll but on Märtens' following turn he is forced to leave a shot with 6-1 here:



The Danish supporters go wild, Märtens plays 9/3 9/8 and silence befalls the crowd in the bar as Madsen shakes his dice vigorously... for a difference of more than \$450,000 in prize money... needing a little ace to hit Märtens blot on the 17 point... and rolls...6-2!

Continued ►



The German supporters start to celebrate... but wait! Should Madsen play something like 7/1 and 6/4 here in case Märtens rolls a 1-1 next and thus Madsen would get one more shot at the title, or should he get into the race now (after the 18/12, 18/16 the pipcount will be 77 to 56 in Märtens favour) with Märtens on roll and already 21 pips ahead? The bots say it's not totally wrong to stay but it's better

to go for the race – perhaps rollouts could change that decision – but with so much money at stake what would you have done? Well Madsen chose to race and Märtens next roll was a 5-1 anyway.

Madsen's run home does not produce any big doubles to catch up and Märtens sails on to victory to become the Champion of the first PGM tournament and the winner of the richest prize money ever awarded in the 5,000 years of history of our game - a cool \$600,400... now that's totally awesome!

Congratulations to these two fine and worthy contestants, both were very admirable players and gentlemen throughout the event.

The tournament was conducted by Director Howard Markowitz with the outstand-

ing support from his team of Carol Joy Cole, Patrick Gibson, Troy Longman and Sam Pottle. Special thanks to all the tournament team for helping GammonLife with the data from this event.

This event was organized by Player International of the UK spearheaded by Managing Director Stephen Pearson, who is planning more such luxurious events in the near future - one of the forthcoming tournaments will pay out \$2Million with \$1Million going to first place. If you would like to receive news on forthcoming Player International tournaments sign up for the GammonLife Newsletter on www.gammonlife.com.

Main Flight

Winner: Andreas Märtens (Germany)
 Runner-Up: Lasse Hjorth Madsen (Denmark)
 Semi-Finalist: Nack Ballard (USA)
 Semi-Finalist: Ralf Jonas (Germany)
 Quarter-Finalist: Alex Lehmann (USA)
 Quarter-Finalist: Sander Lylloff (Denmark)
 Quarter-Finalist: Arkadiy Tsinis (USA)
 Quarter-Finalist: Henrik Veje (Denmark)

Consolation Flight

Winner: Lars Trabolt (Denmark)
 Runner-Up: Torsten Haase (Germany)
 Semi-Finalist: Kent Goulding (USA)
 Semi-Finalist: Yaniv Shimony (Israel)

\$200 Jackpot (11)

Winner: Odin Spillum Svendsen (Norway)
 Runner-Up: Steen Grønbech (Denmark)

\$500 Jackpot (16)

Winner: Neil Garvie (Canada)
 Runner-Up: Frank Frigo (USA)

\$1,000 Jackpot (18)

Winner: Nodar Gagua (Russia)
 Runner-Up: Sakura Sugawara (USA)

\$2,000 Jackpot (16)

Winner: Rick Barabino (USA)
 Runner-Up: Morten Holm (Denmark)

\$5,000 Doubles (8 teams)

Winners: Lars Bønding (Denmark) & Mark Teltscher (England)
 Runner-Ups: Leo Fernandez (Argentina) & Christian Toth (Brazil)



Player International's Stephen Pearson and Chris Mottershead celebrate the event's huge success in the Dragons Bar at the Atlantis Resort.



Winner, Andreas Märtens



Runner-Up Lasse Hjorth Madsen

Photos by Michael Strato & Kathy Liberopoulos. Many more photos in the "Tournaments" section of www.GammonLife.com.
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Jarvis Trophy

Report by Michael Crane

On the Friday evening we played the second Friday 500 (12). Rosey Bensley showed Slats a thing or two when she made it into the final. Slats had been beaten by David Nathan in the quarter-finals, and it was he that faced Rosey having despatched Ed Turner in the semis. Rosey continued her winning streak and came out with maximum points and she now lies in joint 1st position with Mardi Ohannessian. On the subject of the 500, it has been decided that the player topping the list after the Townharbour in November will win £100, to be handed over during the UK Finals - a good reason to keep trying to top the list. See the Jarvis listing below.

Main & Consolation

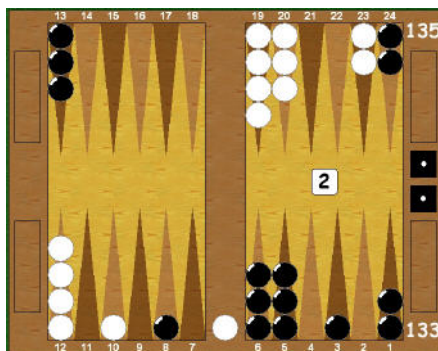
Thanks to a prize fund rollover of £630 we had a decent turnout of 38, which by Sunday morning had split itself nicely down the middle with 19 in the Main and 19 in the Consolation. In the Main we had just four players on 3/3, David Nathan who lost to John Slattery, and Tony Fawcett who lost to Giorgio Castellano. This encounter then left us with a Slats vs Giorgio match from which the only 5/5 would emerge; and it was Giorgio that prevailed.

Now I had to find a 4/5 to play him in the final round. There were four pairings

from which an opponent could be drawn, and a random draw pulled Peter Chan out of the hat.

It was a long match, thirteen games and it went to post-Crawford, 10-8 before concluding. There was one game that caught my eye - it had three cube decisions and one 'mistake' from Giorgio that he recovered from ... but only just.

Here's the first of three cube decisions. Giorgio is playing as black:

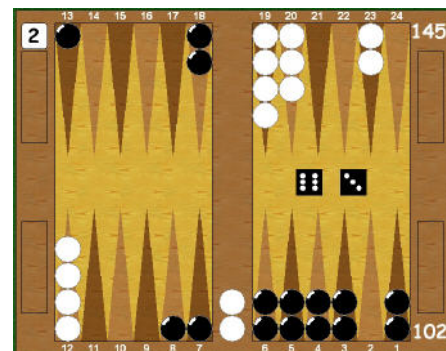


Match to 11 points
Black 2 White 3
Black cube action

With just two pips between them this is a double, take:

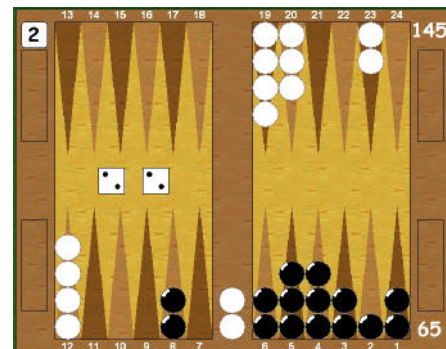
Double, take	0.789	
No double	0.620	-0.169
Double, pass	1.000	+0.211

From here, Peter fails to re-enter and then Giorgio finds himself in this position:



Black to play 63

I was watching this particular game and I thought the best move was to maximise builders for the 2-point by playing 13/4; however, black instead moved 18/15 13/7 (-0.023). Subsequent rollouts on Snowie put this play in 3rd position, with 18/9 2nd and 13/4 1st. Peter danced and then Giorgio rolled 62 - which would have been a perfect roll to make his 2-point! A few rolls later Peter rolls a great double-two:



White rolls 22

Friday 500

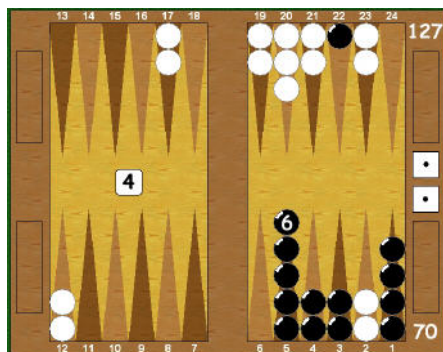
The Friday 500 is a new free entry tournament for all members stopping at the hotel (non-residents will pay £20 to enter). It is a 5-point Knockout based over 11 tournaments, the final winner of which will take home from the December, Gilbertson UK Finals, the princely sum of **£500**. Here are the contenders so far following the Jarvis Trophy (see page 31 for the very latest list):

17	Mardi Ohannessian	8	Edwin Turner	2	Chris Ternel	2	Peter Bennet
17	Rosey Bensley	8	Peter Christmas	2	David Hale	2	Rachel Rhodes
14	David Nathan	6	Paul Learmount	2	Fanika Petkovska	2	Ron Havenhand
12	Rogier Van Gemert	6	Stuart Mann	2	Gerry Enslin	2	Shino Kazuhiro
12	Paul Christmas	4	Myke Wignall	2	Jeff Barber	2	Tim Line
12	Paul Watts	4	Paul Gilbertson	2	Luke Christmas	2	Tim Mooring
11	John Slattery	2	Adrian Jones	2	Michel Lamote	2	Tony Lee
9	Jeremy Limb	2	Ann Pocknell	2	Mike Greenleaf	2	Tony Walters
9	Matthew Franklin	2	Brian Lever	2	Nicky Check	2	Giorgio Castellano
9	Caroline Stafford	2	Cedric Lytton	2	Paul Van Dijke		

The Townharbour Trophy in November will be the last Friday 500 after which the top 16 highest players will battle it out at the December UK Finals for the £500 prize. Be in it to win it!

NB: Each knockout starts at 21.00 prompt! Late-comers are liable to be denied entry.

Peter hits and makes his 4-point. Giorgio re-enters but cannot escape and in this position, Peter re-cubes to 4:

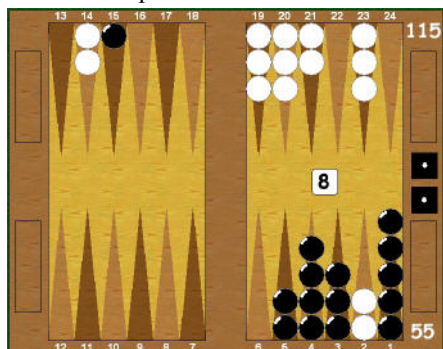


White cube action

This is a big blunder. He's 57 pips behind in the race and black only has one checker to really worry about. Snowie screams, No re-double, take.

No re-double 0.419
Re-double, take 0.106 -0.313
Re-double, pass 1.000 +0.581

Of course, Giorgio snatches it up. Over the next sequence of moves black is unable to get the runner out to safety until he reaches this position:



Black cube action

He is 60 pips ahead in the race and currently has approx. 21% gammon chances. Peter drops.

As I said earlier the game goes post-Crawford - in Giorgio's favour, 10-8; but Peter is unable to win another point and Giorgio emerges the victor. We had just two other players on 5/6, and on the tie-break, Adrian Jones pipped John Slattery into 2nd place.

In the Consolation we had three players on 3/3, Stephen Drake, Simon Morecroft and Julian Fetterlein. The tie-break was very cruel to Stephen, he dropped to 3rd, Julian came 1st and Simon took 2nd.

On the Saturday evening we had a great **Doubles (8)** knockout. On a Peter Kaye

theme, *Garlic? Bread?* was eaten up by *A Cake of Cheese* in the 1st Round, as the *Cake* progressed to the Final after ridding themselves of the troublesome *Italian Job*; and *Christmas Pudding* spat out *A Taste of Siemens* (aural pun!) and then beat *The Two Boys* to face *A Cake of Cheese*. A Christmas pudding is no match for a cake of cheese as anyone will tell you and so it was the cake that went happily to bed with a nice wedge.

In the **Poker (9)**, it was (once again) a Gilbertson night. Paul Watts - who isn't a Gilbertson - came out on top, but that left a brace of Gilbertsons in 2nd and 3rd place; Matthew and John. Will their grip on the poker Grand Prix ever slacken? I think not!

Mind you, it was Myke Wignall that won the 2006 Poker Grand Prix; and the picture I took of him is unique in Poker circles . . . there's not a Gilbertson in sight!



Finally

It was a good weekend and apart from my camera batteries dying on me it was uneventful. Thankfully, Peter Chan had a 'spare' camera with him (no surprise there!) and he took a couple and I managed to coax enough life out of the batteries to take two more.

This match should be available to view on www.gammonvillage.com. It is also available via email as a text, JellyFish or Snowie file from Biba HQ.



Adrian & Giorgio



Simon & Julian

Match detailed statistics

Player	Castellano	Chan
Rating	world class	beginner
Overall	4.083/13.139	13.342/44.540
Errors(blunders)	14(3)	32(14)
Checker play errors		
Checker play	3.497/11.940	7.277/27.744
Errors(blunders)	13(2)	21(6)
Double errors		
Overall	0.586/1.199	4.159/12.716
Missed double	0.579/1.188	1.975/7.041
Wrong double	0.007/0.011	2.184/5.674
Errors(blunders)	1(1)	9(7)
Take errors		
Overall	0.000/0.000	1.906/4.080
Wrong take	0.000/0.000	1.621/3.265
Wrong pass	0.000/0.000	0.284/0.815
Errors(blunders)	0(0)	2(1)
Favourite: Castellano was 81.40%		

Another Top Player Joins the Cotswold Hall of Fame

Report by Martin Hemming

Raj Jansari won the title of 5th Cotswold Fireside Champion at the Bear of Rodborough Hotel, near Stroud, on the weekend 26th to 28th January. Without the benefit of a first round bye, Raj cleaved his way through a field of 47 top players, most of them British but also including double Irish Open champ Sean Casey and Italian visitor Georgio Castellano, to meet 2006 Champion Stuart Mann in the final. Stuart fought hard to retain his crown but eventually succumbed in the deciding 7pt match of the best-of-three series to leave Raj, attending his first Cotswold event, as the 2007 Champion. A consolation for Stuart was that he won the prize awarded by the Bear of Rodborough of a free weekend's accommodation for the best-performing hotel resident, because Raj booked his accommodation too late and had to stay elsewhere. A message to those considering coming next year: book early because the Bear is a fantastic place to stay and it will fill up quickly!



In the Consolation flight seasoned player Barry McAdam came through and beat Canadian Ann Pocknell in the 11pt match final, whilst Independent expert Chris Bray pipped Mike Heard in the Last Chance.

This year the Cotswold threw its doors open to intermediate and beginner players, and with the added prize money on offer courtesy of GammonitisGames they came along in good numbers. Richard Biddle beat local boy Gaz Owen in the final of the main flight and another local boy, Nick Barham, went one better and beat Tony Fawcett in the consolation flight.

The beginner was a round-robin affair played without the cube, and I'm delighted to report that everyone who entered won a match. Mervyn Bleach came through as the winner of the event, winning all his matches, and Carrington Marshall finished second, having lost only to



Raj Jansari - Winner

Mervyn. Grandmaster Peter Bennet's son Andrew showed he's a chip off the old block winning 5 out of 7 matches to finish third, while live tournament newcomer Steve Bak finished fourth.

Away from the backgammon, this weekend was a whirl of social interaction and our hosts, the wonderful staff of the Bear, helped us to have a truly great time. The food was fantastic and I'm sure it won't be long before the hotel sees another backgammon tournament.

Stuart Mann
Ann Pocknell
Mike Heard

Grand Prix @ The Cotswolds

24.77	Raj Jansari	6.19	Kevin White	4.13	Lawrence Powell
18.58	Richard Biddle	6.19	Malcolm Robertson	4.13	Mark Dixon
18.57	Chris Bray	6.19	Mardi Ohannessian	4.13	Miles Farren
13.42	Neil Davidson	6.19	Martin Barkwill	4.13	Nicky Check
13.42	Stuart Mann	6.19	Mick Butterfield	4.13	Raymond Kershaw
13.41	Mike Heard	6.19	Mike Greenleaf	4.13	Sue Keeble
9.29	Nigel Merrigan	6.19	Peter Bennet	4.13	Vicky Gilbert
9.29	Arthur Wright	6.19	Tony Fawcett	4.13	Alison Lee
9.29	Barry McAdam	6.19	Rachel Rhodes	4.13	Jo Davies
9.29	Blaine Buchanan	6.18	Andy Bell	4.12	Brian Lever
9.29	Chris Ternel	6.18	Mick Vacarey	4.12	Grahame Powell
9.29	Colin Laight	6.18	Tim Line	4.12	John Slattery
9.29	John Broomfield	4.13	Myke Wignall	4.12	Jon Samuel
9.29	Paul Christmas	4.13	Ray Tannen	4.12	Julian Minwalla
9.29	Ralph Eskinazi	4.13	Andrew Sarjeant	4.12	Peter Christmas
9.29	Rosey Bensley	4.13	David Startin	2.58	David Fall
9.28	Paul Gilbertson	4.13	Fanika Petkovska	2.58	Julian Fetterlein
6.19	Ann Pocknell	4.13	Ian Tarr	2.58	Mike Bailey
6.19	Dave Motley	4.13	John Hurst	2.58	Tony Lee



Archive - Double Jeopardy

Featuring

Harald Johanni

&

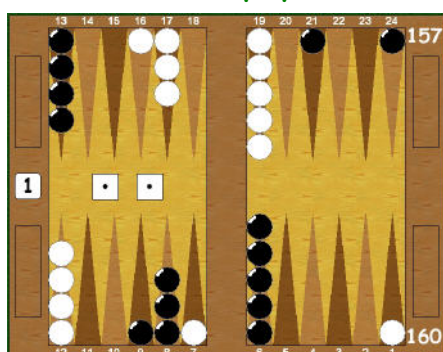
Rogier Van Gemert

By Michael Crane



Every good backgammon player knows that often the hardest rolls to play are doubles; twice the number of moves with twice the margin for error! In the year 2000, Biba Harald Johanni played against future member, Rogier Van Gemert in the 6th Kaiserbrunnen Cup, Blitz50. In their 5 point match both players had to move all the doubles; and this article deals with those twelve positions. Rogier is playing as white and it is he that starts us off.

White to play 11



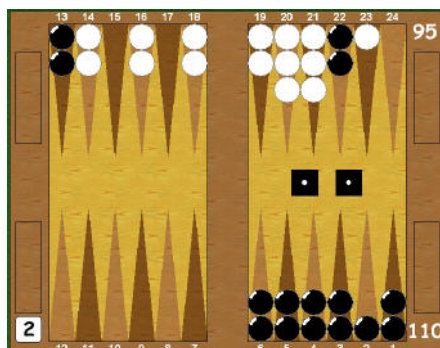
Black 1 White 0

There's always a temptation in these positions to go for a 3-prime straddling the bar. It looks good and safeties the 9-point blot, but it ignores the fact that black has several shots at the white blot on his own bar-point, 28 in total (77.78%); and this move would be a massive blunder @ -0.430. Clearly the 9-point blot is under pressure from direct 5s and therefore it must be moved or protected - moving it 9/8 and then making the 5-point 6/5(3) is still a blunder (-0.247); so moving it isn't really an option, therefore it must be protected, and to do this the threat must be removed by playing at least one 1, 6/4*.

Once we reach this conclusion we only have a couple of realistic options: 6/5*(3) 5/4* or 6/4*(2). If we move the former then the whole concept of protecting the 9-point blot is negated as we swap one shot for another; so we are left with the correct play of 6/4*(2). It clears the heavy 6-point and puts black on the bar; what more could you want?

This was Rogier's move. Harald's roll was 53 with which he'd have made the advanced anchor if Rogier hadn't pointed on him.

Black to play 11

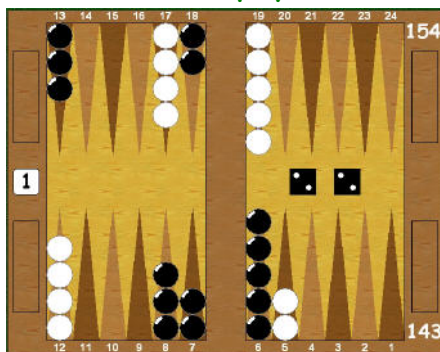


Black 1 White 0

At first glance there doesn't appear to be a lot of choice here; but you'd be wrong. The actual play is Snowie 6th and it isn't even an error @ -0.017! All the Top Six moves entail moving at least one checker off the mid-point. Black's only way to win this game is to get a hit (at which time he could cash in his 2-cube); the race is close now (15 pips) but as white comes in the gap'll get larger. Let's take a look at the six moves: 13/12(2) 12/10; 13/12 5/2; 13/9; 13/11 4/2; 13/12(2) 12/11 3/2 and 13/11(2).

None of these moves are an error and all are perfectly acceptable; however, it appears that Snowie has chosen its move based upon game winning chances (gwc) and gammon wins (gw). They are, in the order of moves above, 21.3%, 21%, 20.8%, 20.8%, 20.7% and 20.7%. The difference between the actual move of 13/12(2) 12/10 and 13/11(2) is 0.6; and in backgammon terms that's an edge worth having.

Black to play 22



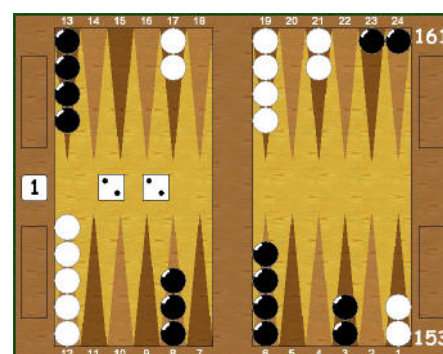
Black 0 White 0

This is black's second roll and his second double. The first double was 66 played

the usual way after white started with 54, 24/20 13/8. White covered his 20-point blot with 31, 24/20; leaving black with this double-two. Many players' first instinct would be to shift a couple of checkers off the laden 6-point, 6/4(2) and then perhaps the two runners, 18/16(2). This would be OK if white didn't occupy the Golden Point; but he does, and in doing so he's covering the outer board into which black has to bring five checkers safely. Moving 18/16(2) 6/4(2) is Snowie's 2nd, and it's a biggish error @ -0.093.

Although all the 'top' moves entail moving 18/16(2), it is only the best move that keeps then going, 18/14(2). Failure to move both checkers to the 14-point results in blunders when anything but 18/16(2) 6/4(2) is played. Happily, Harald made the correct play. Black's next roll was 6/5, 13/7 6/1; and his following roll was double-four which nicely brought over the four back checkers, 14/10(2) 13/9(2); a move that enabled him to cube white out.

White to play 22



Black 1 White 2

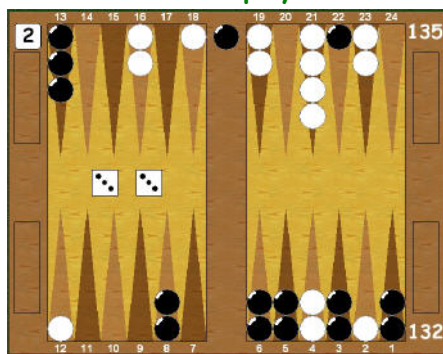
With five checkers still on his mid-point, this is a great opportunity for white to shift a couple at least; but Rogier elects to hit instead playing 6/2*(2). This is perfectly OK, and in fact is a good gammon play (18%); but it is Snowie's 2nd best @ -0.013. The better play is to move two checkers from the mid- to the 9-point. It slightly offers fewer gammon (16.9%) but it does increase the gwc by 0.8%.

Personally I preferred the hitting/pointing play; and it proved to be the 'correct' play after Harald danced with 42. This break in black's momentum was enough for white to take the initiative and from here-



on black was always defending his back checkers and it took white only three more rolls to cube him out.

White to play 33



Black 2 White 3

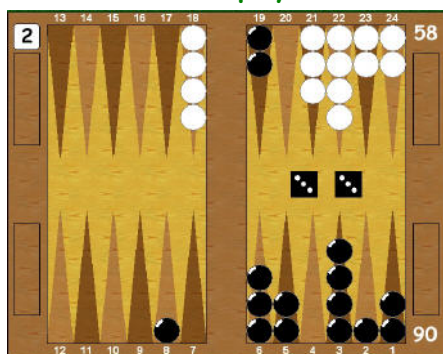
Black, trailing 3-away, 2-away, offered white a 2-cube which white accepted (correct play for both players) and now white has a choice to make regarding his roll of double-three. With a black checker already on the bar, hitting another is always going to be an option; the question is, how best to do it?

The obvious play is 9/3*(2); but if this was your choice then you've just made an error, even if it is Snowie's 2nd best play @ -0.053. It has left the 4-point with two more checkers than it needs. This 33 needs to be played imaginatively by swapping points, 6/3*(2) 4/1(2). A nice 4-prime and spare checkers bearing down on the two open points should black re-enter with 5s or 6s.

Any other play than these two will return nothing but blunders - OK, so 9/3* 4/1(2) @ -0.108 is technically an error . . . but it's a bloody big one!

Black does eventually re-enter both checkers and ends up anchored on the 19-point - which brings us to black's double-three:

Black to play 33



Black 2 White 3

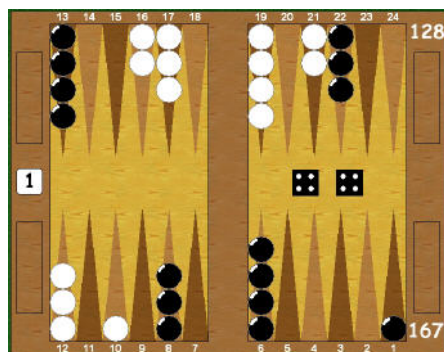
Holding a 2-cube, all white needs to do is win a single game and the match is his; so black has to either win the race or get a hit. He is already 32 pips down (20 after

this roll) so the race is unlikely. What he needs to do here is both - win the race and/or get a hit! The only way to accomplish this is by keeping at least one checker on white's 6-point and hope for a shot. Snowie opts for 19/10 8/5; this gives him 9.9% gwc. The actual play moves both checkers from the white 6-point, 19/16(2) 16/10, but this reduces the gwc to 9.3%; not a lot, but in backgammon terms that 0.6 is plenty.

Because the race is improbable - but not impossible - waiting for a shot is worthwhile; at least until a couple of big doubles roll out of the cup! The actual play is just an error @ -0.013, but slightly better plays were 19/7 (-0.008) and 19/13 8/2 (-0.012). As it turned out, white didn't leave a blot and, thanks to 55 and 22 he won the bearoff and the match.

But, although the match is over, this article isn't as we proceed to double-fours.

Black to play 44



Black 1 White 0

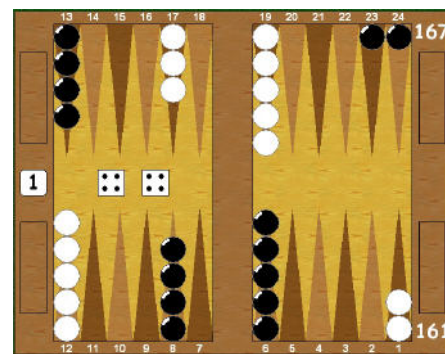
If your choice of move doesn't contain 22/10* then you aren't really into backgammon, are you? White has escaped black's home board and black has got to get at least one checker back in there. So, 22/10* is a must.

It remains now to play the last 4 well. You can't do better than the actual play, 13/9. At danger from direct 1s (eleven rolls) and 9s and 10s off the bar (seven rolls, 63, 64, 54, and 55) it is evens that black will be hit; but if he's missed then he's got good chances making another good point.

Playing 10/6 removes the two good builders that 13/9 provides and is a big-gish error @ -0.079; and any other move at all is going to be a big blunder.

White rolls one of his hitting numbers, 63, 25/16*, but black replies with 55, 25/10 6/1. The game then progresses to our second position in this article, black's double-one.

White to play 44

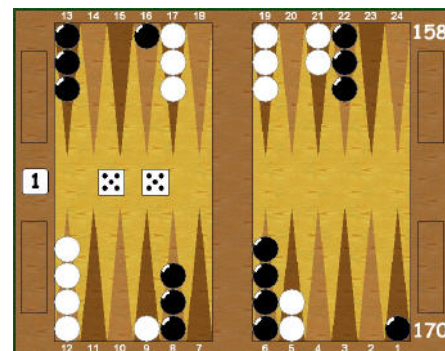


Black 2 White 3

Black started with a roll of 51, 13/8 24/23, and white's excellent response is double-four; so why does he 'waste' it @ -0.142? After playing his move, 8/4(2) 6/2*(2) white ends up in a position almost exactly like his double-two move above, but for one single checker; that move returned -0.013, this move is a blunder. White is merely annoying black with this play and in the long term it won't make much difference. What would have made a difference is 24/20(2), making an advanced anchor, and 13/9(2), bringing builders around for the bar- and 5-point. Rollouts have proven that this play is by far the favourite when playing against a 51 opening roll played 13/8 24/23. Even moving 24/20(2) 6/4*(2) is better than the actual play, but it is close to a blunder @ -0.102.

Black easily re-enters with 33 and the game continues.

White to play 55



Black 1 White 0

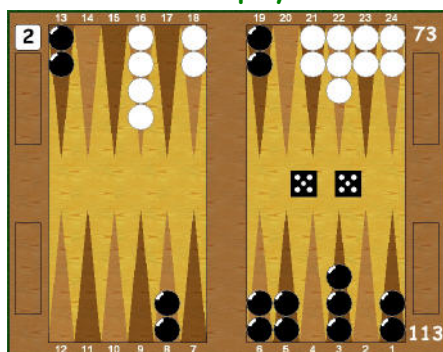
With black anchoring on his 3-point, white has to look elsewhere for his double-five. The actual play of 20/15(2) 16/6 is a blunder @ -0.114; and leaves the back two checkers in an awkward position to come round safely. It would have been a little better to have played 20/15(2) 16/11 13/8; at least then the back two would have a chance to occupy the 11-point. The best move was the pure running play, 20/10(2). Although it left direct 4s to hit, it also left direct 6s and 3s



to get safe.

Black rolled 21 and played 16/13, leaving everything safe and tidy; after which white rolled 64, 15/9 13/9, and black then rolled 44, which is the position for his 44 above.

Black to play 55

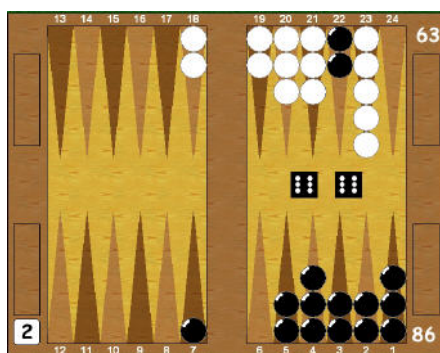


Black 2 White 3

Being forty pips down in the race, the 20 pips from this roll would be wasted if used to move both checkers off the 19-point. Black has to stay as long as he can and hope for a hit; or a sting off high doubles if that fails. In a position similar to 33 above (which this 55 precedes by two rolls), black has to keep at least one checker on his 19-point to harry white. Whereas Snowie advocates moving one, 19/4 13/8, the actual move, Snowie 2nd, is 13/3(2) @ -0.002; a margin so small as to be irrelevant. The only 'downside' to this play is that it produces gammons to 0.2 instead of 0.7, but gwc are increased by a paltry 0.1%.

White's reply was 22 which he played 9/7(4), black came back with 21, 8/6 3/2, white played 43, 7/3 7/4 and then we come full circle with the 33 from black as detailed above.

Black to play 66

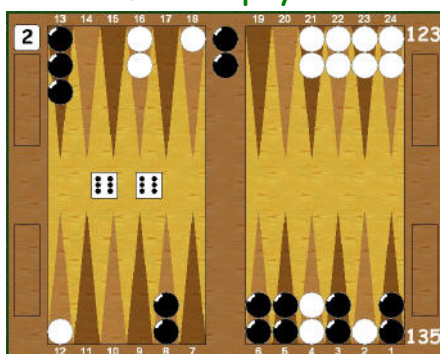


Black 1 White 0

Just four plays to choose from here, two are blunders, and one an error. Happily, black plays it correctly, 22/10(2). Only one move, 22/4 7/1, leaves a checker behind - hoping for a hit? - and this is a big blunder @ -0.319. This is the racing roll that could make the difference and staying behind with one checker in the hope of white rolling isn't worth it.

White rolls 64! Black's roll of 21 would have missed the blot, and it does nothing for the race, either. The bearoff becomes a lot closer later on but a 55 from white clinches it.

White to play 66



Black 2 White 3

There's only two moves worth considering here: 21/15(2) 15/9 13/7 and 21/9(2). The former, and actual move, makes the bar-point and gets two of the three runners on their way. The latter is quite close @ -0.014 but doesn't do much. Any other move is going to be a blunder.

After a bit of hitting and re-entering, black manages to anchor on the 19-point to arrive at his double-five position above. The game from hereon favours white and he rolls out to win the match.

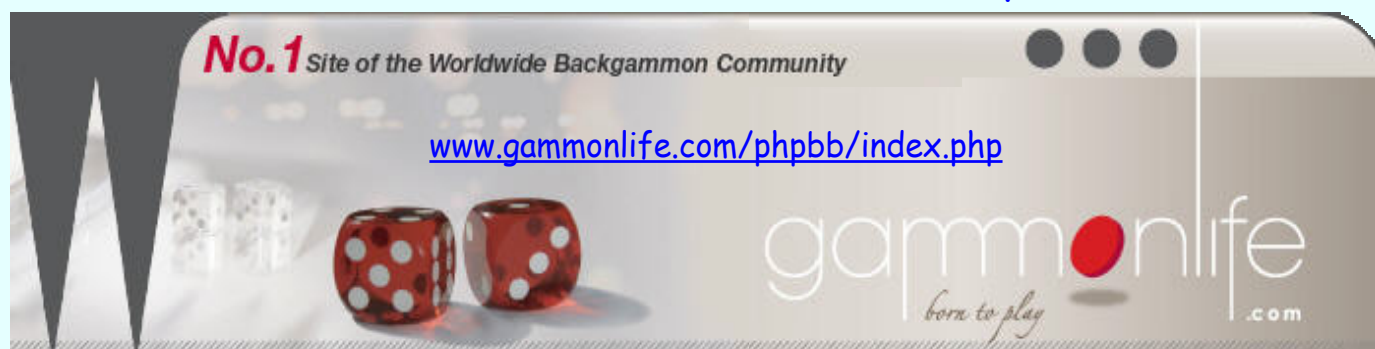
My thanks to the two players for their 'participation' in this article and especially to Harald who recorded the match.

The picture of Harald was taken from the www.gammonvillage.com website, and I would like to say thanks for the use. GammonVillage has many articles on its web site and, if you aren't yet a member, then I urge you to become one.

This entire match is available from Biba HQ in the following formats: JellyFish, Snowie, text & html. If you would like a copy please email me and let me know. NB: CD-ROM Bibafax subscribers get this automatically on their CD.



Win Accommodation Refund @ British Open 2007



Yes, an accommodation refund can be yours for the Saturday night. All you have to do is go to the GammonLife forum on the web site above and access the Biba forum for full details.

Manchester Backgammon Club One Day Backgammon Tournament

Sunday 22nd April 2007 at Manchester Bridge Club
30 Palatine Road, Withington, Manchester M20 3JJ (*see web site for map*)
(pre-entry by 15th April essential - including payment of entry fee)

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

Entry Fee £20 (£10 Juniors) Numbers limited to 64

Please bring your own board if you have one

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

Main Final 8 or 16 player knock out. Consolation Event 5 point knock out

Last Chance 3 point knock out. 1 point knock out event

Trophies - Prizes - Pools. Non-expert prizes. BIBA Grand Prix Points. Buffet. Bar

Main room non-smoking (small smoking area available)

Name

Telephone Number.....

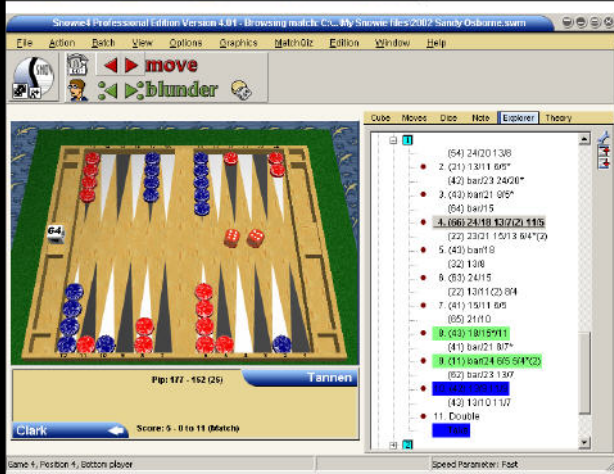
e-mail (please print clearly)

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Things you need to know about the rules and stuff!

At the XcitingGames Bright 'n' Breezy the Main went on until well after 7 o' clock on the Sunday evening. This was far too long and everyone except the staff and the two players involved had gone home; therefore, to ensure we no longer are faced with such a late finishing time the following will be in force:

At any event with an entry of 64 or more players, four rounds will be played on the

Saturday, and the remaining three rounds - last 8 - will be played on the Sunday. The 4th Round result must be reported to the directing staff prior to 0930 Sunday.

This will undoubtedly affect next year's Brighton event, and next month's British Open. So, be prepared to play the 4th Round; which might mean missing out on the Doubles or Poker. Also, to maintain

sensible timings on the Sunday, clocks will be in use for the Main 5th Round.

Now, here's clarification regarding the use of clocks and what happens when you run out of time. If you run out of time you lose the match - unless you have reached 'gin' and match point. See **Time Expiration** below.

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

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

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

Stopping the clocks : A player stops both clocks (a) to start a new game, (b) to offer a concession, (c) to announce their intention to take an authorized break in the match*, (d) to retrieve fallen dice, (e) to contest an opponent's action, or (f) to summon the Director. ** Prior to each break both players are to record the reserve clock times upon the score-card.*

Time Expiration : When a player's time reserve is exhausted they have lost the match unless they are at match point* and in a position where it is mathematically impossible for an opponent to win or save a gammon or backgammon. This position is known as gin. ** Gammons and backgammons, where possible, will count (x cube value) for players at a score that such points won, would win them the match even though their time has expired.*

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

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

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

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

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

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

Archive - Articles by Paul Magriel, New York Times

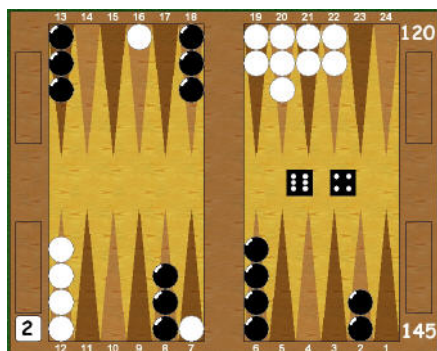
Below I have reproduced articles written by Paul Magriel that appeared in the New York Times from around 1979 to 1980. I would like to acknowledge Paul's and the New York Times's part in this article, and thank them. I have used Snowie Pro4 to provide rollouts as a comparison on each of the positions. MC

Allow Restraint, Sometimes To Overpower Aggression

MC: This article is believed to be from February 1979 or 1980. I have been unable to establish the exact date.

A player will sometimes make an unusually bold or aggressive move in a bid to turn around a losing game. If successful, he will be immediately applauded for his courage. In many positions, however, the best winning strategy requires a conservative waiting play. Because such a play cannot instantly yield dramatic results, its value is easily overlooked. But for the experienced player, knowing when to be patient is just as important as when knowing when to be courageous.

In this position . . .



Black to play 6-4

. . . white has already doubled and now has a superior position: not only has white built a strong home board, but he is also far ahead in a running game. In order to win, black must stop white from coming home safely. With the roll of 6-4, the obvious play for black is to hit white's blot (exposed man), on the bar-point (7-point) with the 6, 13/7. Black now has several choices with the remaining 4.

The natural play with the 4 is 18/14, bringing a builder to bear on black's outfield. Although white will have no direct shots at black (because white must first re-enter), white will still have many indirect return shots (12 chances out of 36). If white hits one of these shots, then black, with a second man open, will be in grave jeopardy of being gammoned. Alternatively, black might also consider playing 13/7* 7/3, hitting and continuing with the same man. This leaves a direct 3-shot (13

chances out of 36) but at least avoids playing with two blots. Still, the risk of being hit is unacceptably high.

As a third, more conservative choice, black might hit and then play 6/2 with the 4. This play reduces the number of immediate return shots (6 chances out of 36), but is even less satisfactory. By awkwardly putting a third man on the 2-point, black effectively takes a man out of play, indeed, black's position is now so poor that he will be unable to contain white without taking great additional risks in the next few rolls.

Instead of just considering how to play the 4, black should re-evaluate the overall position. The correct strategy is to ignore white entirely in this turn and play 13/9 9/3, *not hitting*. The immediate hit prematurely forces a confrontation with white for which black is not yet prepared. White's strong home board will remain a constant threat. By contrast, the only point black as so far acquired is his 2-point, which may, in fact, be a liability. Thus, by hitting, black first risks being destroyed by an immediate return shot, and then the best he can hope for is a struggle on unfavorable terms to contain white.

By exercising restraint and allowing white to run, black is not giving up. Rather, black gives himself much needed time to strengthen his home board without hindrance. Black fully accepts that white will leave additional shots as he moves around the outfield and attempts to clear the 12-point. Later, when black hits a shot, he will probably have a winning position.

Note that 18/8 is a reasonable alternative, which also postpones a confrontation. 13/9 9/3 is better, because it enables black more quickly to build up his home board. Also 18/8 suffers from the defect of removing black's spare man from the 18-point. This spare man allows black to hit from the 18-point without giving it up.

MC: I shoved the moves Paul mentioned into Snowie and it very kindly presented me with a list of rollouts and their relative equities. Interestingly, the move that gave the best game winning chances

(gwc) was hitting 13/7 and then stacking onto the 2-point 6/2. The move advocated by Paul is Snowie's 2nd choice, but with an equity of -0.003 there's nothing to choose between it and the 'best' move.*

The best gammon chances came from the 'safe' 13/7 7/3; with which it returned 8% gammon chances, just over twice that of the 'best' move and 3.4% more than the actual move.*

	gwc %	gc%	-eqty
18/8	36.7	3.9	
13/3	36.4	4.6	-0.003
13/7* 6/2	38.3	6.8	-0.022
13/7* 7/3	37.6	8.0	-0.064
18/14 13/7*	37.8	7.4	-0.086

The next article is very likely early 1979. Unfortunately I do not have the title for this one (it was missing from my copy). Do you know what the title should be? All I know is that the end of it was:

??? - The Opponent My Be Worse

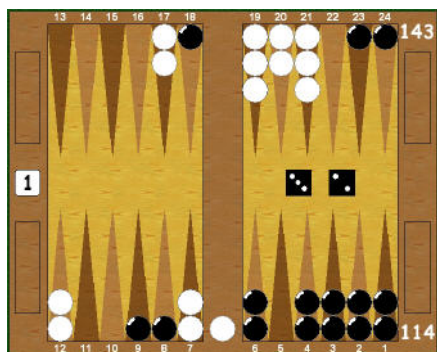
The second annual Turnberry Isle Gold Cup of backgammon, sponsored by Black & White Scotch, took place last weekend in Miami. Several dozen of Europe's best players participated in this event, which was held concurrently with the World Team Championship. Michael Valentine of New Jersey captured first place in the Championship division. In the finals, Valentine defeated Joe Dwek of London, the European champion and pre-tournament favorite. Blackwell Williams overcame Wayne McClintock in the consolation and J. P. McManus bested Barclay Cooke to win the last chance.

In the Open division Eric Seidel triumphed over Robert Crawford for the top honors: Jim Painter took first place in the Junior division. The World Team Championship was won by the New York team of Gino Scalamandre, Mike Carson and Katie Wright [Katie later married Gino, and she went on to crown her career by winning the 2000 World Championship]. In the last round, they overwhelmed a strong team from London, consisting of Joe Dwek, Richard Olsen and Bobby Lorenz.



The 25-point finals match was a prolonged struggle that lasted more than 30 games. Dwek took an early lead and held it until near the end of the match, when Valentine spurred ahead 23-21, Dwek then struck back with three quick 1-point games to recapture the lead 24-23. With Dwek only one point from victory, a special tournament, the Crawford Rule, was now in effect. This prohibited Valentine from using the doubling cube in the next game. Even without the cube however, Valentine could still finish the match in one game if he won a gammon (double game).

The spectators as well as the players were understandably tense when this position was reached:



Black to play 32

White (Dwek) had been hit and was struggling to re-enter black's strong home board. If black (Valentine) is able to make his 5-point and so close white out, then white (with six more men still in the outfield) will be in serious jeopardy of losing a gammon.

With the roll of 3-2, black must decide what to do with his five spare men scattered around the board. He considered safetizing at least one of them on the 6-point with 8/6 18/15 (or 9/6 24/22), but decided instead to play 24/22 18/15. He felt that if white came in immediately, black would be in trouble no matter what he did, so he decided to play on the assumption that white stayed out.

His reasoning was correct, but he should have carried it one step further. The correct play is 8/5 18/16, boldly slotting (leaving a man exposed) on the 5-point. Now, if white stays out, black will have many ways (15 chances out of 36) to complete the 5-point and so end white's chances.

Black needs to make the 5-point to assure his victory. The direct approach, slotting it, is the only satisfactory way to secure it. This play may seem unduly risky, but

waiting incurs an even greater risk: without slotting, it will be extremely difficult and time-consuming to make the point, and the danger that white will come in later and win will accumulate.

In the actual game, however, luck was on black's side. White failed to enter next turn, Black then threw the perfect number, 4-3 - the only combination (2 chances out of 36) that enabled him to make the 5-point. He bore off safely and easily gammoned white for the match.

MC: The Snowie rollouts reveal that Paul didn't mention the 'best' move, 24/22 8/5.

The move Paul suggested, 18/16 8/5 is 2nd, but the margin of -0.013 is not worth mentioning . . . so forget I mentioned it! The actual play, 24/22 18/15 was 3rd and an error with -0.088. The remaining two 'safe' plays would have both been blun-

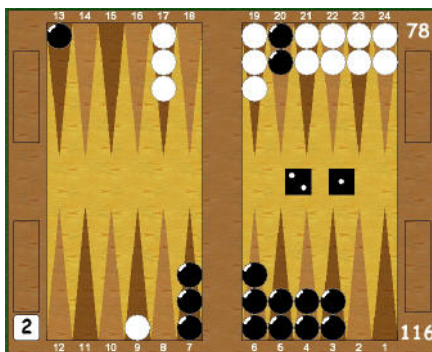
	gwc %	gc%	-eqty
24/22 8/5	49.8	33.0	
18/16 8/5	50.2	34.1	-0.013
24/22 18/15	51.4	31.3	-0.088
18/15 8/6	50.7	31.1	-0.133
24/22 9/6	50.9	28.6	-0.168

When All Seems Lost, Focus On Seeking, Keeping Control

MC: Again, I don't have a date for this article but I believe it to be early 1980 or late 1979

It is often difficult psychologically for a backgammon player to actively look for winning variations in an unpromising position. Although it takes perhaps greater concentration to focus on a game that seems already lost, this ability is crucial - for if you've already given up, you may miss seeing extraordinary opportunities.

In this position . . .



Black to play 21

. . . black is hopelessly far behind in the race. It is vital, therefore, for black to hit white and prevent him from coming

home. Unfortunately, with the roll of 2-1, black is unable to hit white's blot on the 9-point. Indeed, with this particular number, black is unable even to safety his own blot on the 13-point.

Disappointed, black may automatically play 13/10, moving closer the white in order to give white only a 1-shot (11 chances out of 36) to hit. However, if black thinks about his situation carefully, he may realise that he is not interested in decreasing his chances of being hit - but rather of increasing his chances of hitting white later. After all, black is not likely to be gammoned even if he is hit.

To understand this move, let's look at a crucial but often neglected concept in backgammon - that of control. Each spare man exerts a sphere of influence on those points that are in direct range - that is, those points between one and six pips ahead. If black plays 13/10, then white will either hit or move behind black to the 11-, 12- or 13-points, out of direct range of black's men on the 20-point. As a result, the only combinations that force white to leave a direct shot are 6-5 and 6-6 (3 chances out of 36).

But by playing correctly 7/4 and staying on the 13-point, black retains control of his outer board, as well as white's outer board. As a result, if white is unable to hit black, he will be left with no safe landing place. Indeed, 15 combinations will force white to leave a direct shot on his next roll because black exercises control of the 10-, 11- and 12-points. Thus, black has created significantly increased winning opportunities by actively looking for rolls that play badly for white.

MC: As expected, the move, 7/4 is the better play. The mentioned 13/10, a play that many players would perhaps choose would have been an error @ -0.072.

	gwc %	gc%	-eqty
7/4	22.8	1.6	
7/5 8/5	22.3	1.5	-0.012
6/3	22.4	1.4	-0.018
13/11 7/6	20.9	1.5	-0.022
13/11 6/5	21.0	1.6	-0.029
13/12 7/5	20.3	1.6	-0.049
13/12 6/4	20.4	1.3	-0.057
13/10	19.0	1.4	-0.072

I would like to acknowledge Paul Magriel and the New York Times for their part in this article.

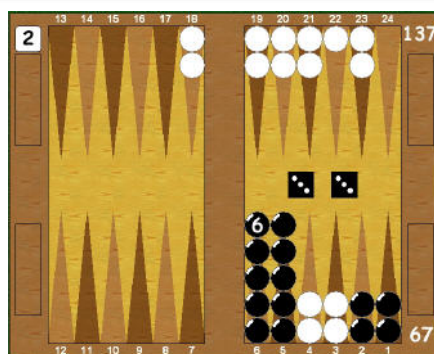


Slattery Scottish Open

Report by Michael Crane

We got off to a good start in the Main (48) on the Saturday afternoon; and by the end of the day we had eight players going through for the Sunday: Chris Gibbins vs Simonetta Herrera, Adrian Jones vs Jon Samuel, Gerry Enslin vs Paul Gilbertson, Uldis Lapikens vs Jerry Limb. In each fixture the former prevailed leaving the last four: Gerry vs Uldis and Adrian vs Chris, from which we had an Adrian vs Gerry final.

The final between Gerry (black) and Adrian (white) was an exciting one to watch. By the 6th game Gerry was 9-1 down and Adrian was hanging on to a 2-cube. Gerry had nicely brought his checkers in for the bearoff but Adrian had two anchors and Gerry then rolled 33 in this position:

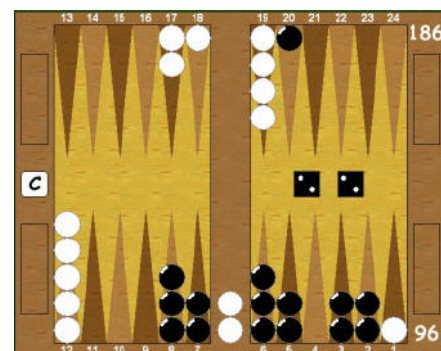


11 point match
Black 1 White 9
Black rolls 33

Forced into leaving a blot, Gerry has dropped from a 77.4% chance of winning to just over half, 55.0%. Adrian then rolls the joker, 42, hitting and covering his 3-point blot. When Gerry dances with double-twos his game winning chances (gwc) plummet to 10.5% and it's looking

grim. Adrian tries his best to get a second checker back but despite have three opportunities he fails to do so but he does complete a closed prime preventing Gerry's escape. In the bearoff, as soon as Adrian opens his 6-point, Gerry rolls 65 and hurtles round to save the gammon and at that stage, the match, thanks to two double-fours and a double-one!

The match then progressed with Gerry catching up, but Adrian took it to 10-5 Crawford, a game that Gerry won. It then went in the end to double match point. And this is where Gerry lost it when he made a basic error in strategy. What's your play for black's 22 in this position?







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Although it looks to be the perfect roll, playing 20/18* 8/6 6/4(2), is a mistake; and this is what Gerry did. At the moment Adrian is looking at the Runner-up trophy with an approx 12.0% chance of winning the match. He needs to anchor to keep his hopes alive and therefore Gerry's priority should be to avoid that happening. To this end, he has to shift points and point on his 1-point. There are a few ways this is done, but the better one (according to Snowie) is 20/18* 18/16 3/1*(2). I prefer to play off my 7-point, 20/18* 7/5 3/1*(2) to give me 1s, but I'm not fussed. The important thing is - don't let him anchor! Adrian rolled 61 and anchored.

With just four checkers off, Gerry is forced into leaving a shot - Adrian hits and Gerry's previous 75% gwc before the hit now fall to 43.6%. Adrian, once again, fails to get a second checker, but he does manage to form a 6-prime to contain Gerry's runner. By the time Gerry re-enters his gwc are low @ 0.2% and he concedes the match. In the process of winning the match, Adrian also won his 10th consecutive match to win the coveted, 1000-to-1 trophy. Well done, Adrian

In the Consolation (44), the final was a rematch of the Jarvis Trophy of a month earlier - Giorgio Castellano vs Peter Chan. Giorgio was there thanks to Tom Duggan knocking him out in the 2nd Round of the Main, and Peter made it via the Progressive side after he was knocked out by Gerry in the last eight. Their final was a repeat of their previous encounter; Giorgio came out the winner.

I might have stretched things a bit when I made the Last Chance (64) an open draw of 64, but in the end I managed to fill it. The final was between Jeff Barber and Tom Duggan (making a welcome return to Biba tournaments); a match that Jeff won.

I suppose the 64 draw in the Last Chance affected The Haggis(16) entry; but that didn't seem to bother its entrants. Although the eventual winner was Paul Barwick with Myke Wignall 2nd; the most notable part of the element was the defeat of our sponsor and former European Champion by an absolute beginner, Cassie Stafford! Cassie, who is part of the tournament staff played in the 3-pointer as a bit of fun - but I'm not sure John saw the funny side!

On the Friday evening, the Friday 500 (16) had a strong field; out of which Giorgio emerged the winner with Jerry Limb in second place. See the Friday 500 table for the current leaders.

On the Saturday evening we had the cabaret. This consisted of Rachel Rhodes and Vicky Chandler giving a recital on the French horn and bassoon, respectively. Their renditions of nursery rhymes were a delight and went down very well with the audience. This was followed by a recital of limericks from Rosey and brother, Paul. We all had a good laugh at them (except the one about me!) and we then all went our separate ways to play . . .

Poker (19). Our former poker director, Martin Hemming failed to return the tables, chips and playing cards due to an accident that prevented him from driving, so we had to repair to Toys R Us to purchase a set to ensure there wasn't a riot from the assembled poker players. As usual, a Gilbertson featured in the top three: 1st. Paul



From the top:
The crowd watch Slats and Philip in the Main
Main - Adrian & Gerry
Consolation - Giorgio & Peter
Last Chance - Jeff & Tom

Gilbertson, 2nd. Michelle Fisher, 3rd. Lawrence Powell. As soon as I get the info from Martin I shall post the Grand Prix positions.

Nicky Check not only organised the £50 Jackpot (4), but he also won it, beating Peter Bennet in the final.

In the Doubles (4), 'A Cake of Cheese' once again made it to the final, but unfortunately they were (closely) beaten by 'No Name Men'. 'The Lady & The Scamp' and 'MC's Secret Lovers' were 1st Round casualties.

Finally

It was a good turnout and it was good to see the current world champion, Philp Vischjager, gambling his reputation playing 11-point matches at a Biba event; it is much appreciated. Philp is also entering the XcitingGames British Open - so, if you want to see a world champion in action; BOOK A ROOM!

I'd like to thank John Slattery for sponsoring the event, Rosey and Paul for organising the cabaret, Rachel and Vicky for their recital, Jon Samuel for stepping in to run the poker; but most of all to the members that entered; thanks for coming.

Snowie Stats: The entire match is available in Snowie, Jelly or text format from Biba HQ. Email info@backgammon-biba.co.uk stating what format you require. Also, the match should be available on GammonVillage soon.

<u>Match detailed statistics</u>		
Player	Gerry Enslin	Adrian Jones
Rating	advanced	world class
Overall	8.482/50.238	3.166/19.781
Errors(blunders)	33(12)	16(4)
Checker play errors		
Checker play	7.047/46.787	2.616/18.133
Errors(blunders)	29(9)	12(3)
Double errors		
Overall	0.699/1.866	0.480/1.493
Missed double	0.404/1.055	0.065/0.128
Wrong double	0.296/0.810	0.415/1.365
Errors(blunders)	3(2)	3(1)
Take errors		
Overall	0.736/1.585	0.070/0.154
Wrong take	0.000/0.000	0.000/0.000
Wrong pass	0.736/1.585	0.070/0.154
Errors(blunders)	1(1)	1(0)
Favourite: Adrian Jones was 80.46%		

From the top:
Haggis - Myke & Paul
Recital - Rachel & Vicky
Limericks - Rosey & Paul
Slats looks enjoys the cabaret



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

Birmingham - Dave Motley - 0121 476 4099 - davemotley@blueyonder.co.uk - Monday.
Brighton - <http://eiloart.com/bbc/> - Tuesday 8pm until closing.
Bristol - Ian Tarr 0117-9756349 brigsammon@blueyonder.co.uk 2nd Thurs of the month.
Dublin - Brendan Burgess - 603 0891 - wildlife@indigo.ie - 2nd Monday of every month.
Dunfermline - Graeme Campbell, 01383 738968 - graeme.campbell@tiscali.co.uk - tba
Eastbourne & Bexhill - John Thomas - 01424 219415 - Mondays 19.30.
Glasgow, Renfrew - John Paul Vass 0141 587 0255 - 1st Tuesday of month @ 7:00
Herne Bay/Broomfield - Bob Bruce - 01227 362181 or mobile 07774 512 902 - Last Tuesdays of the month
Herefordshire - Andy Robertson, 07989 345494 / 01981 240016 - Saturday, 6pm
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 - 07737 735556 Danny Gallagher - croydonbackgammonclub@yahoo.co.uk - Thursdays + Sundays (phone)
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
Middx - Starting up at Hatch End - 07989 751717, claudiatops@yahoo.co.uk - Mondays or days to suit
Newcastle - Looking to start a club Cal Pearson calpearson2000@yahoo.co.uk
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 - 2nd & 4th Tuesdays
Reading - Kevin Carter - kevin@profundus.com - 0118-971 2948 - Alternate Wednesdays.
St. Albans - John Ingamells - john.ingamells@ntlworld.com - Every Tuesday
York - Kevin Stebbing 01904 611172 - Kevin@stebbing1900.fsife.co.uk - 3rd Wednesday

- 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

Local Clubs

Where - Who - When

Forthcoming Events



Official sponsors of the British Open, March 31 & April 1

This premier UK British event is the highlight of the year. Now in its 16th year this event has been the one to win. Will this be the year that Nigel Merrigan ('93 & '06) or Rachel Rhodes ('00 & '05) wins it for a third time? Or will one of the other previous winners join them on two wins? Or will there be a new name on the trophy? One thing is certain - a Biba member will be going home with the most prestigious title in British Backgammon. Offering the four usual elements: Main, Consolation, Last Chance and Open Sesame, this will be a BIGGIE and if you want to reserve your accommodation - Do It Now!

May 5/6, XcitingGames County Cups Trophy:

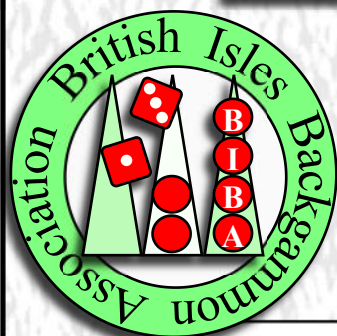
The second Swiss of the year and another chance to rack up the Ranking and Grand Prix points towards the annual payout!

June 2/3, XcitingGames Hilton Trophy:

Once again, we're back to knockouts and as usual this one features the four established elements of all Biba KOs: Main, Consolation, Last Chance & The Triangle; plus extras to be announced over the weekend.



2007 Details, Deals and Dates



Registration: Saturday 1030 to 1230

Play Starts: Friday 2100, 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 500, Saturday night Knockout,

Poker Grand Prix and Jackpots subject to 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

2100: Friday 500
+ Jackpots (on demand)

SATURDAY

Registration 1030 / 1230
Play starts 1300 prompt

SUNDAY

Play resumes 1030
(penalty points apply 1035)

*** * Dinner, bed and breakfast @ Hilton Coventry 2007 * ***

Single room: 1 night £61, two nights £106

Double or twin room: 1 night £98, two nights £188

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.*

2007 XcitingGames.com Backgammon Calendar

Mar 31-Apr 01	16th British Open	GP	UK	Coventry	Knockout
Apr 22	Manchester 1-Day	GP	-	Manchester	Combination
May 05-06	County Cups Trophy	GP	UK	Coventry	Swiss
Jun 02-03	Hilton Trophy	GP	-	Coventry	Knockout
Jun 30-Jul 01	Keren Di Bona Memorial	GP	-	Coventry	Knockout
Jul 28-29	12 th Liverpool Open	GP	-	Liverpool	Combination
Aug 11-12	SAC Trophy	GP	UK	Coventry	Swiss
Aug ??	12 th Mind Sports Olympiad	GP	-	tba	Swiss
Sep 01-02	Backpacker Trophy	GP	-	Coventry	Knockout
Oct 06-07	Sandy Osborne Memorial	GP	-	Coventry	Knockout
Oct ??	15 th Irish Open	GP	UK	Dublin	Combination
Nov 03-04	Townharbour Trophy	GP	UK	Coventry	Swiss
Dec 01-02	Gilbertson UK Finals	-	-	Coventry	Double KO

Backgammon tournament weekends cannot be booked through any other special offer or promotional rate. Players not on the Biba special rate or not staying in the hotel shall pay a surcharge of £10 to cover facilities provided.



IMPORTANT: I must repeat, there are a limited number of rooms available for each event. To avoid disappointment you are advised to book as early as you can - you can always cancel or pass on your reservation to someone else. Note: Starting soon, Hilton are operating a non-smoking policy in the playing-rooms.

Tournament Results

Jarvis Trophy, 3 & 4 February, 2007

Main 19/38

1	Giorgio Castellano	6	24.77
2	Adrian Jones	5	13.42
3	John Slattery	5	13.42
4	Edwin Turner	4	9.29
5	Jon Barnes	4	9.29
6	David Nathan	4	9.29
7	Peter Chan	4	9.29
8	Tony Fawcett	4	9.29
9	Paul Gilbertson	4	9.29
10	Tim Mooring	4	9.29
11	Myke Wignall	3	6.19
12	Peter Christmas	3	6.19
13	Ian Davidson	3	6.19
14	Martin Hemming	3	6.19
15	Bob Young	3	6.19
16	Mardi Ohannessian	3	6.19
17	Phil Tutchings	3	6.19
18	Chris Ternel	2	4.13
19	Steve Bak	2	4.13

Consolation 19/38

1	Julian Fetterlein	3	4	9.29
2	Simon Morecroft	3	4	9.29
3	Stephen Drake	3	4	9.29
4	Paul Watts	2	3	6.19
5	Jeff Ellis	2	3	6.19
6	Matthew Fisher	2	3	6.19
7	Paul Christmas	2	3	6.19
8	Rodney Lighton	1	2	4.13
9	Rosey Bensley	1	2	4.13
10	Jeff Barber	2	2	4.13
11	Uldis Lapikens	1	2	4.13
12	Peter Bennet	1	2	4.13
13	Dave Motley	1	2	4.13
14	Ron Havenhand	1	1	2.58
15	George Hall	0	1	2.58
16	Caroline Stafford	0	1	2.58
17	Kamal Verma	0	1	2.58
18	Jonathan Powell	0	0	
19	Paul Barwick	0	0	

Friday 500 (12)

1	Rosey Bensley
2	David Nathan
3&4	Ed Turner
3&4	Caroline Stafford
5 to 8	Peter Christmas
5 to 8	John Slattery
5 to 8	Paul Christmas
5 to 8	Paul Watts

Doubles (8)

1	A Cake of Cheese
2	Christmas Pudding
3&4	The Italian Job
3&4	The Two Boys

Poker (9)

1	Paul Watts
2	Matthew Gilbertson
3	John Gilbertson

Slattery Scottish Open, 10 & 11 March, 2007

Main (48)

1	Adrian Jones
2	Gerry Enslin
3&4	Chris Gibbins
3&4	Uldis Lapikens
5 to 8	Simonetta Herrera
5 to 8	Jon Samuel
5 to 8	Paul Gilbertson
5 to 8	Jerry Limb

Consolation (44)

1	Giorgio Castellano
2	Peter Chan
3&4	Rodney Lighton
3&4	Paul Gilbertson
5 to 8	Roland Herrera
5 to 8	Stephen Drake
5 to 8	Ray Tannen
5 to 8	Simonetta Herrera

Last Chance (64) open draw

1	Jeff Barber
2	Tom Duggan
3&4	Chris Ternel
3&4	Simon Morecroft
5 to 8	Vicky Chandler
5 to 8	Lawrence Powell
5 to 8	Rachel Rhodes
5 to 8	Lawrence Powell ®

The Haggis (16)

1	Paul Barwick
2	Myke Wignall
3&4	Uldis Lapikens
3&4	Jon Samuel

Friday 500 (16)

1	Giorgio Castellano
2	Jerry Limb
3&4	Ed Turner
3&4	Chris Gibbins
5 to 8	Jeff Barber
5 to 8	Mardi Ohannessian
5 to 8	Paul Learmount
5 to 8	Paul Watts

Doubles (4)

1	No Name Men
2	Cake of Cheese

£50 Jackpot (4)

1	Nicky Check
2	Peter Bennet

Poker (19)

1	Paul Gilbertson
2	Michelle Fisher
3	Lawrence Powell

Grand Prix @ Scottish Open..

24.77	Adrian Jones
13.42	Gerry Enslin
13.42	Chris Gibbins
13.41	Giorgio Castellano
13.40	Jeff Barber
9.29	Uldis Lapikens
9.29	Jon Samuel
9.29	Simonetta Barone
9.28	Peter Chan
9.28	Rodney Lighton
9.27	Tom Duggan

6.19	Ray Tannen
6.19	John Slattery
6.19	Paul Gilbertson
6.19	Mick Butterfield
6.19	Jeremy Limb
6.18	Nicky Check
6.18	Paul Watts
6.18	Vicky Chandler
6.18	Roland Herrera
6.17	Chris Ternel
6.17	Simon Morecroft
4.13	Stephen Drake
4.13	Rachel Rhodes
4.13	Peter Bennet
4.13	David Nathan
4.13	Edwin Turner
4.13	Tony Fawcett
4.13	Bob Bruce
4.13	Jonathan Powell
4.13	Philip Virschjager
4.13	Miles Farren
4.12	Lawrence Powell
4.10	Paul Barwick
2.58	Brian Lever
2.58	Myke Wignall
2.58	Fanika Petkovska
2.58	Arthur Wright
2.58	Michelle Fisher
2.57	Jeff Ellis
2.57	Paul Learmount
2.57	Dorothy Lee
2.06	Rosey Bensley
2.06	Phil Tutchings
2.06	Steve Bak

Grand Prix Championship March 2007

6.18 and higher

51.59	Adrian Jones	15.48	Myke Wignall	9.29	Blaine Buchanan
38.18	Uldis Lapikens	15.47	Jon Samuel	9.29	Simonetta Barone
38.18	Giorgio Castellano	14.44	Nicky Check	9.29	Eamon Keogh
32.00	Stuart Mann	14.44	Miles Farren	9.27	Tom Duggan
31.99	Mike Heard	13.42	Tim Mooring	9.26	Brian Lever
29.89	John Slattery	13.42	Stephen Drake	9.26	Mark Heidenfeld
28.90	John Hurst	13.42	Sue Keeble	8.77	Mike Greenleaf
28.90	Raj Jansari	13.42	Chris Gibbins	8.76	Jeff Ellis
28.89	Paul Gilbertson	13.41	Rodney Lighton	8.25	Phil Tutchings
25.29	Julian Fetterlein	13.41	Bob Bruce	8.24	Grahame Powell
24.75	Simon Morecroft	13.41	Paul Van Dijke	8.24	Mick Vacarey
23.74	Rachel Rhodes	12.38	Lawrence Powell	8.23	Mike Main
22.70	Chris Bray	12.38	Mardi Ohannessian	6.70	Steve Bak
21.67	Paul Christmas	12.38	Mick Butterfield	6.68	Paul Learmount
21.67	Rosey Bensley	12.37	Andy Bell	6.19	Mike Grabsky
21.66	Jeff Barber	12.36	Ian Davidson	6.19	Matthew Fisher
21.65	Paul Watts	12.35	Tim Line	6.19	Martin Barkwill
21.65	Chris Ternel	11.87	Tony Lee	6.19	Bob Young
20.64	Peter Bennet	11.87	Arthur Wright	6.19	Malcolm Robertson
19.61	Tony Fawcett	11.86	Jon Barnes	6.19	David Hale
19.61	Gerry Enslin	10.32	Ray Tannen	6.19	Kevin White
19.60	Peter Christmas	10.32	Dave Motley	6.19	Jeremy Limb
19.60	Neil Davidson	10.32	Andrew Sarjeant	6.19	Wayne Felton
19.60	Ann Pocknell	10.31	Philip Virschjager	6.19	Martin Hemming
18.58	Richard Biddle	9.29	John Broomfield	6.19	George Miltiadou
18.57	Peter Chan	9.29	Nigel Merrigan	6.18	Vicky Chandler
17.55	Edwin Turner	9.29	Ralph Eskinazi	6.18	Roland Herrera
15.98	Fanika Petkovska	9.29	Colin Laight		
15.48	David Nathan	9.29	Barry McAdam		

Ranking Championship January 2007

played / points / player (played 2 or higher)

14	1955.64	Adrian Jones	7	1619.14	Jeff Ellis	3	1720.33	Tom Duggan
11	1841.09	Julian Fetterlein	7	1506.43	Phil Tutchings	3	1663.33	Andrew Sarjeant
11	1715.27	Simon Morecroft	7	1443.14	Rodney Lighton	3	1565.67	Caroline Stafford
11	1687.64	Paul Gilbertson	7	1437.57	Steve Bak	3	1523.00	Lawrence Powell
11	1465.18	Uldis Lapikens	7	1326.57	Ron Havenhand	3	1482.00	Bob Bruce
10	1851.00	Ed Turner	6	2089.33	John Hurst	3	1466.67	Kam Verma
10	1803.70	John Slattery	6	1984.33	Stuart Mann	3	1417.00	Nicky Check
10	1728.40	Peter Christmas	6	1636.67	Martin Hemming	3	1302.00	Miles Farren
10	1564.10	Peter Bennet	6	1633.50	Bob Young	2	1832.00	Ann Pocknell
10	1510.00	Rosey Bensley	6	1595.67	Matthew Fisher	2	1746.00	Chris Johnson
9	1701.22	David Nathan	6	1095.67	Paul Barwick	2	1685.00	Nick Valley
9	1683.00	Paul Christmas	5	2038.00	Chris Gibbins	2	1659.50	Neil Davidson
9	1293.44	Jeff Barber	5	1683.80	Jon Samuel	2	1622.50	Chris Bray
8	1963.50	Giorgio Castellano	5	1441.60	Dave Motley	2	1615.00	John Ingamells
8	1888.00	Gerry Enslin	5	1256.20	George Hall	2	1608.00	Karolina Michalak
8	1799.63	Tony Fawcett	4	1910.75	Tony Lee	2	1576.00	Cedric Lytton
8	1787.38	Peter Chan	4	1904.50	Eamon Keogh	2	1512.00	Neil Webb
8	1769.88	Tim Mooring	4	1894.00	Simonetta Herrera	2	1503.00	Arthur Musgrove
8	1642.13	Ian Davidson	4	1804.50	Sue Keeble	2	1501.00	Raj Jansari
8	1641.63	Stephen Drake	4	1705.50	Philip Virschjager	2	1274.50	Fanika Petkovska
8	1598.50	Paul Watts	4	1664.50	Jerry Limb	2	1163.50	Paul Learmount
8	1488.25	Myke Wignall	3	2127.67	George Miltiadou	2	1051.50	Brian Lever
8	1474.88	Mardi Ohannessian	3	1906.00	David Hale			
8	1374.00	Chris Ternel	3	1854.67	Mick Butterfield			
8	1292.63	Jonathan Powell	3	1845.33	Mike Grabsky			
7	2037.86	Mike Heard	3	1841.00	Wayne Felton			
7	1807.86	Rachel Rhodes	3	1822.67	Ray Tannen			
7	1664.00	Jon Barnes	3	1811.33	Andy Bell			

Ranking Changes of Scottish Entrants

1944	1942	John Slattery	1712	1707	Mick Butterfield	1496	1503	Miles Farren
1896	1912	Brian Lever	1642	1673	Mike Heard	1489	1490	Tony Fawcett
1890	1901	Rachel Rhodes	1635	1650	Edwin Turner	1482	1503	Phil Tutchings
1875	1860	Lawrence Powell	1628	1600	Peter Chan	1473	1500	Dorothy Lee
1847	1780	Adrian Jones	1623	1573	Gerry Enslin	1471	1488	Arthur Wright
1821	1806	Ray Tannen	1619	1648	Mardi Ohannessian	1466	1478	Steve Bak
1782	1767	Paul Gilbertson	1609	1593	Simon Morecroft	1460	1492	Paul Learmount
1778	1796	David Nathan	1608	1626	Jeff Ellis	1455	1442	Paul Watts
1758	1765	Nicky Check	1603	1590	Rodney Lighton	1443	1418	Jon Samuel
1746	1750	Chris Ternel	1593	1580	Vicky Chandler	1419	1443	Paul Barwick
1739	1732	Peter Bennet	1563	1561	Roland Herrera	1406	1390	Jeremy Limb
1734	1722	Uldis Lapikens	1550	1487	Chris Gibbins	1403	1415	Bob Bruce
1729	1737	Stephen Drake	1541	1495	Tom Duggan	1387	1410	Rosey Bensley
1726	1708	Jeff Barber	1531	1554	Julian Minwalla	1369	1382	Jonathan Powell
1719	1721	Philip Virschjager	1513	1526	Michelle Fisher	1364	1394	Myke Wignall
1719	1689	Giorgio Castellano	1501	1460	Simonetta Barone	1239	1258	Fanika Petkovska

Friday 500 Positions, March 2007

23	Mardi Ohannessian	9	Matthew Franklin	2	Adrian Jones	2	Peter Bennet
21	Jerry Limb	9	Caroline Stafford	2	Ann Pocknell	2	Rachel Rhodes
19	Rosey Bensley	9	Chris Gibbins	2	Brian Lever	2	Ron Havenhand
18	Paul Watts	8	Peter Christmas	2	Cedric Lytton	2	Shino Kazuhiro
17	Ed Turner	8	Jeff Barber	2	Chris Ternel	2	Tim Line
17	Giorgio Castellano	<u>Qualifiers above this line</u>		2	David Hale	2	Tim Mooring
16	David Nathan	6	Stuart Mann	2	Fanika Petkovska	2	Tony Lee
13	John Slattery	6	Myke Wignall	2	Luke Christmas	2	Tony Walters
12	Rogier Van Gemert	6	Paul Gilbertson	2	Michel Lamote	2	Jonathan Powell
12	Paul Christmas	4	Gerry Enslin	2	Mike Greenleaf		
12	Paul Learmount	4	Nicky Check	2	Paul Van Dijke		

Grand Prix 01	£116	Ranking 01
Grand Prix 02	£83	Ranking 02
Grand Prix 03	£66	Ranking 03
Grand Prix 04	£50	Ranking 04
Grand Prix 05	£33	Ranking 05
Grand Prix 06	£25	Ranking 06
Grand Prix 07	£17	Ranking 07
Grand Prix 08	£8	Ranking 08
Grand Prix 09	£8	Ranking 09
Grand Prix 10	£8	Ranking 10

Well, it looks as if the battle for qualifying for the £500 is hotting up. Some of the regular Friday-nighters have yet to make it into the Top 16; and if they don't get their fingers out they'll be missing out not only a £500 first prize but also £100 for being No1.

The fund for the Championships is taking shape, and currently, Adrian Jones is topping both lists! I wonder if he'll be there after the British Open?



Official sponsors of the British Open, March 31 & April 1

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circuit in Europe with

300 000 euros TO WIN



4 STOPS

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Lyon May 10th-13th Casino Le Lyon Vert
St Amand-les-Eaux June 7th-10th Casino St Amand
Cannes July 17th-22nd Palm Beach Casino

GRAND FINALE

Divonne-les-Bains
Sept 6th to 9th
Grand Domaine
de Divonne

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With a multiple entry system, the PartoucheGammon Tour offers you several chances to win...

PRIZES

- 100% of entry fees redistributed to winners
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- The 24 best ranked players after the

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