

BIBAFAX

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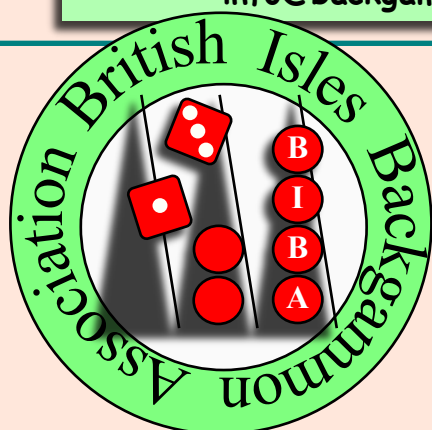
August

Magazine of the British Isles Backgammon Association

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Dedicated To
Backgammon

3rd European Backgammon Doubles Championships

5th French Open
d'Enghien-les-Bains

30TH OCT. – 4TH NOV. 2007

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11th Mind Sports Olympiad 2007

August 18th to August 27th

Potters Bar - North London

Orlowski Defeats Tardieu at DMP in St. Amand to Win €25,000 and an Entry to PGT's €100,000 Event

Report by Michael Strato

Jürgen Orlowski of Germany won the Partouche Gammon Tour's St. Amand Trophy event in France last weekend by defeating François Tardieu of France, World Backgammon Giant #3, in a tight battle that ended 21-20.

Orlowski took home €25,000 and secures a seat in the PGT Grand Finale event at Grand Domaine de Divonne-Les-Bains this coming September, in which the top 24-ranked Partouche Gammon Tour players will compete in a no-entry fee tournament with €100,000 in added prize money up for grabs.

Eric Guedj, Tournament Director of the PGT and head of the **World Series of Backgammon**, told GammonLife he was quite pleased with the attendance since this was a first-ever backgammon event at the St. Amand venue. Eric noted that the level of competition was high and interest in PGT events is growing quickly, and said he is looking forward to welcoming players at the Cannes event in July, which always has a great turnout.



In the Doubles event, the team of Müge Altay of Turkey and Manos Mastorakis of Greece defeated the Italian team of Antonio Iaquina and Fabrizio LoSurdo.

Mastorakis promotes backgammon in Greece and was the director of the first-ever international backgammon tournament in Greece, the 1st Halkidiki Backgammon Open at the Porto Carras Grand Resort in April of 2005. He has played on the international circuit for a few years, in the Monte Carlo World Championships, Paris Masters & Open, as well as others, and more recently at the 2007 European Championships in Velden where he met his lovely partner, Müge Altay.

Michael Strato is the Editor-in-Chief of GammonLife; and this article appears here with his permission. More can be seen at: www.gammonlife.com

The Tour Continues:

July 17-22, 2007 - Palm Beach Casino, Cannes

The Grand Finale for the best 24 players of the Tour : Sept. 6-9, 2007 - Grand Domaine de Divonne-Les-Bains

The **Grand Finale** will be an open tournament with prizes to win and it is also the first event of the **PartoucheGammon Tour 2008** with points to get there.

It is fortunate for British players that there are no clashes with Biba events for the PGT's first year, giving you all no excuse not to attend! More info: www.partouchegammon.fr/

**STOP
03**

**PARTOUCHE
GAMMON
TOUR**
ÉDITION 2007

See the back page . . .



Jürgen Orlowski with his big cheque



Tardieu and Orlowski in the final



Iaquina and LoSurdo (L) versus Altay and Mastorakis in the Doubles Finals.



Biba's, Chris Ternel

How Good Is Your Backgammon?

Asks Michael Crane & Snowie

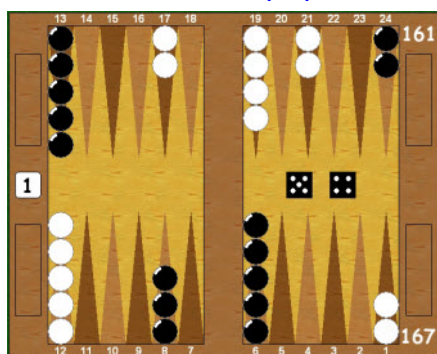
This article is based on the 1981 2nd Holiday Tournament, Las Vegas, between Kent Goulding and Mike Maxakuli. In this series I have slightly changed the format, instead of you deciding on a particular move I have listed the options..

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 10

Kent Goulding : 7 Mike Maxakuli : 7
01) 42: 8/4 6/4

??? Black to play 54



13/4
24/15
13/8 6/2
13/8 13/9
24/20 13/8

We're only just into the game and already we have our first problem. Once upon a time it was usual to play 24/15 with 54 in this position, but nowadays things have changed. An opening 42 played 8/4 6/4 is quite strong, and, with a bit of good luck black's runners could soon be facing a 3- or 4-prime; therefore the correct response with 54 is 24/20 13/8. Although the 20-point blot is under a bit of pressure, so is white, because black just needs a 4, (all 4s except 11) to make his Golden Point.

Now that black has slotted it white might have to hit loose to prevent black from anchoring. If you chose 13/4 you've just scraped in with a point, but if you went really silly and played 13/8 6/2 then

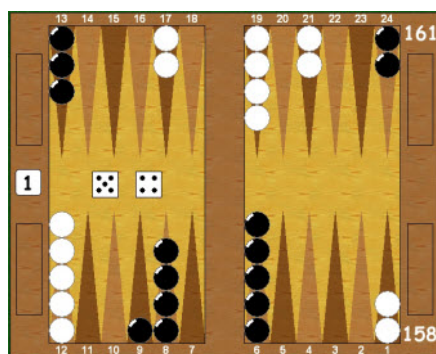
you've not made a very good start so far. From time to time I shall be slipping in the odd 'wrong' moves; so keep your eyes peeled.

24/20 13/8 5
13/8 13/9 3A
24/15 3
13/4 1
13/8 6/2 0

The actual play @ -0.034 just creeps into an error.

02) 54: 13/8 13/9

??? White to play 54



13/4
24/15
13/8 6/2
13/8 13/9
24/20 13/8

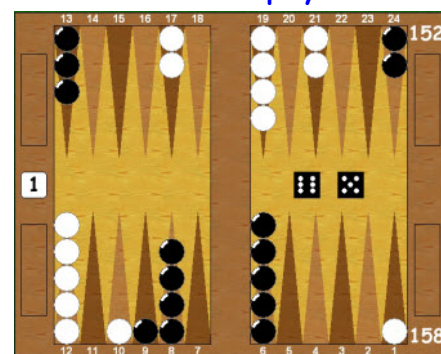
White also rolls 54 and you have the same choice of moves as black had. So, will it be the same answer? Will it be 24/20 13/8 again? No, unfortunately not, although half of it is correct. This time, because his 8-point is down to two checkers, 13/8 13/9 is the correct move. Slotting the 20-point comes under the gun from too many of black's rolls (83.3%). Running out (the actual play) gives black direct 3s and is the next best move before you start to get no points at all; 13/4 and 13/8 6/2 are just too bad to warrant any points at all.

13/8 13/9 5
24/20 13/8 3
24/15 2A
13/4 0
13/8 6/2 0

The actual play is an error @ 0-0.46.

54: 24/15

??? Black to play 65



24/13
9/3 6/3
13/7 6/1*
24/18 6/1*
24/18 13/8

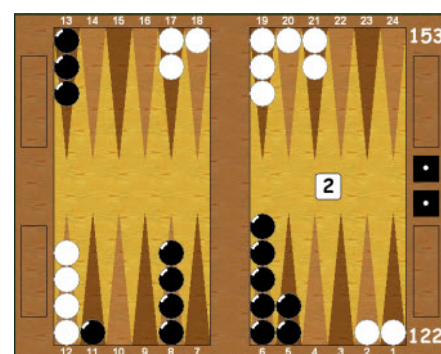
It's still very early in the game and now you have two realistic choices. If you chose to hit 6/1*, or slotted your 8-point, 13/8, expect no points and go to the bottom of the class! If you thought you'd be clever and make your 3-point, 9/3 6/3, then you're not as clever as you might think, for it is a largish error. The best move by far is the usual move, Lover's Leap, 24/13. Sometimes it is the obvious ones that are the correct ones.

24/13 5A
9/3 6/3 2
24/18 6/1* 0
24/18 13/8 0
13/7 6/1* 0

03) 65: 24/13 32: 13/10 15/13
04) 63: 24/15* 51: 25/20 6/5
05) 44: 15/11 13/9 9/5*(2) 62: 25/23 13/7

The moves progress in an expected fashion until we come to:

Black cube action



Snowie says:

Double, pass 1.000
No double 0.954 -0.046
Double, take 1.173 +0.173

And white correctly packs it in.

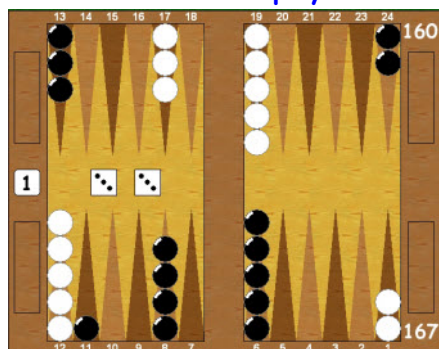
06) Doubles to 2
Wins 1 point

Drops

Game 11

Kent Goulding : 8 Mike Maxakuli : 7
01) 52: 13/8 13/11

??? White to play 33



8/5(2) 6/3(2)
13/10(2) 6/3(2)
24/21(2) 8/5(2)
24/21(2) 6/3(2)
24/21(2) 13/10(2)

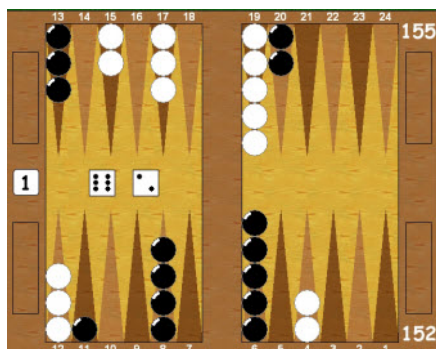
What a great opening roll for white; a great opportunity to make the very important 5-point - or so you'd think! The actual play ignores making any home board points and instead settles for 24/21(2) 13/10(2). This places it at Snowie 3rd and firmly an error. Top marks goes to making two home board points, the 5- and 3-points, with 24/21(2) 8/5(2) coming in 2nd with a slight error. Making the 3-point with either 24/21(2) or 13/10(2) is poor, but at least the former warrants one point.

8/5(2) 6/3(2)	5
24/21(2) 8/5(2)	3
24/21(2) 13/10(2)	3A
24/21(2) 6/3(2)	1
13/10(2) 6/3(2)	0

The actual play is an error @ -0.051

33: 24/21(2) 13/10(2)

02) 22: 24/22(2) 22/20(2)
Isn't it ironic? White's move of 24/21(2) blocks black from playing 6/4(2); mind you, making the Golden Point is pretty damn good.



??? White to play 62
21/13
8/2 6/4
13/7 6/4
10/4 6/4
10/4 10/8

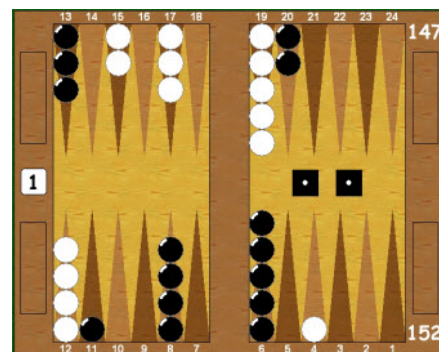
At last, a position in which everyone gets a point; and none of the moves are errors. The second 'worst' move is the actual move of running, 21/13. It might get a checker to safety but it also exposes a checker to being hit or pointed on. Black might even be tempted to hit loose because he holds an advanced anchor and can afford to be hit. Apart from 10/4 10/8, the three best moves all involve the 4-point in some way. Making it is fairly good, but the provocative move of 13/7 6/4 is Snowie's fave - to hit the blot, black must vacate his anchor. Slotting the 2- and 4-points is almost as good as the top move; although two blots on might just encourage black to run if he can get one checker to safety.

13/7 6/4	5
8/2 6/4	5
10/4 6/4	4
21/13	4A
10/4 10/8	2

The actual play, although not an error @

-0.021, it was Snowie's 4th choice.

62: 21/13



??? Black to play 11
6/4*(2)
8/6 6/5(2)
8/7(2) 6/4*
6/5(3) 5/4*
8/7(2) 6/5(2)

Ok, how many of you made the 'usual' double-one play and made the 7- and 5-points? It looks good, doesn't it? But have you considered that if white rolls 52 or 53 or 56 or 55 or 61 or 62 or 64 or 65 or 66 he's going to leap over your little prime to (possible) safety, isn't he? This time, the 'usual' gains you no marks at all. And if you played 8/6 6/5(2) then I should be deducting marks for failing to grasp what's required here. What's required is to place white on the bar - but not with 8/7(2) 6/4*; that's a big blunder! Hitting loose, 6/5(3) 5/4* has some merit (you've made the 5-point), but it is a biggish error. The best, and simplest move, is pointing on the 4-point. White can only 'get his own back' with 65, all else (except 55) will leave you with another shot at him, somewhere.

6/4*(2)	5A
6/5(3) 5/4*	3
8/7(2) 6/5(2)	0
8/7(2) 6/4*	0
8/6 6/5(2)	0

03) 11: 6/4*(2)

53: 25/22 13/8



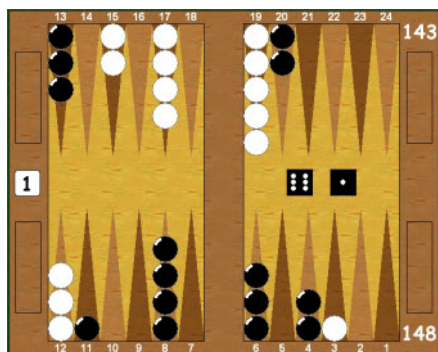
#1 Site of the Worldwide Backgammon Community...

gamm●nlife.com

Born to Play

...we helped to make the million happen.

Good job you decided to hit, otherwise



white would be safe on his 13-point!

??? Black to play 61

11/4

13/6

13/5 6/5

13/7 8/7

13/7 11/10

I hope by now you've spotted when I am throwing in some very poor moves. If you haven't spotted them this time and you play anything but, 13/7 8/7 or 11/5 6/5, then I would suggest that backgammon is as alien to you as truth is to a politician. The best play here is making the bar-point - not the 5-point which is the 'usual' move. If you make the 5-point you then leave yourself with four checkers stacked on your 8-point, and white gets fours into the bargain.

If white was on the bar then the 5-point would be OK, but he's not. Closing off your bar-point makes it more difficult for white to escape and leaves you with builders to a. point on him on your 3-point, b. make your 9-point. In fact, you could almost hit loose; he doesn't have a home board that worries you, does he?

13/7 8/7	5
13/5 6/5	3A
13/6	0

11/4 0
13/7 11/10 0
The actual play @ -0.031 is a borderline error.

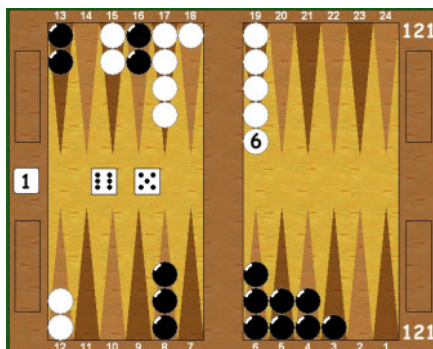
04) 61: 11/5 6/5 43: 22/18 18/15

Your failure to make the bar-point has now let white run out, and your next roll, 22, would have closed off 6s for him!

05) 22: 20/18(2) 18/16(2) 54: 15/6

White scrambles to safety and we are now embroiled in a mini holding game.

06) 41: 13/9 8/7 51: 13/8 8/7
07) 43: 7/3 9/6



??? White to play 65

8/2 6/1

8/2 8/3

8/2 7/2

10/4 10/5

13/7 13/8

The race is even at the moment, so these eleven pips puts white ahead by just over one roll; so it's strange that he chooses to stay on his mid-point and play 8/2 7/2 instead! Of the five choices it is the worst. If you must play into your home board, at least pick two different points, two on the 2-point isn't much use. Black is unlikely

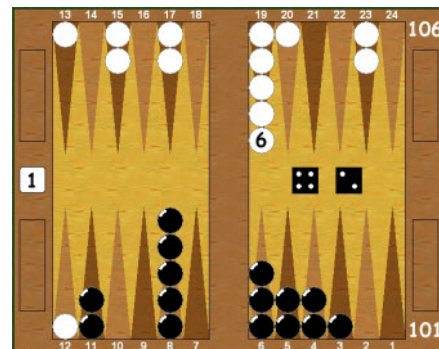
to leave a blot, and even if he did, the 2-point aint gonna bother him much! Now's the time to get those back checkers over and to start looking for a racing advantage; with two fewer cross-overs, white can now start dropping checkers into his home board.

13/7 13/8	5
10/4 10/5	4
8/2 8/3	3
8/2 6/1	2
8/2 7/2	1A

The actual play @ -0.073 is a biggish error.

08) 55: 16/11(2) 13/8(2) 31: 8/5 13/12

Black's double-five is a joker roll and he now leads the race.



??? Black to play 42

11/5

8/4 8/6

11/7 8/6

11/9 8/4

11/7 11/9

Of the five candidate moves, the second 'worst' one is just -0.004; so there really isn't a lot between them; however, it is usually correct to get in as many ▶



Kathy Liberopoulos - Publisher, is the daughter of GammonLife Editor, Michael Strato and the Publisher of GammonLife. Kathy will devote her time to enhance GammonLife by expanding on the information in the various sections about the game as well as by adding new content and resources. This is a great backgammon resource, and well worth a visit.

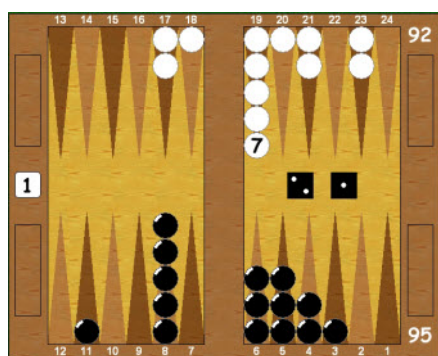


crossovers as possible, so to waste a 42 and playing it as a 6, 11/5 squanders away one crossover. 11/7 11/9 fails to get in one crossover, thus relegating it into last place; 11/7 8/6 gives good 1s next roll; 11/9 8/4 does at least take away one six; and the best move (albeit by a gnat's) is 8/4 8/6.

8/4 8/6 5
11/9 8/4 5
11/7 8/6 4
11/5 4A
11/7 11/9 2

09) 42: 11/7 7/5 66: 13/7 12/6 10/4(2)

A magnificent double-six negates black's previous double-five and he becomes 67.4% favourite to win the game.



??? Black to play 21

5/2
8/5
8/6 8/7
11/9 8/7
11/10 8/6

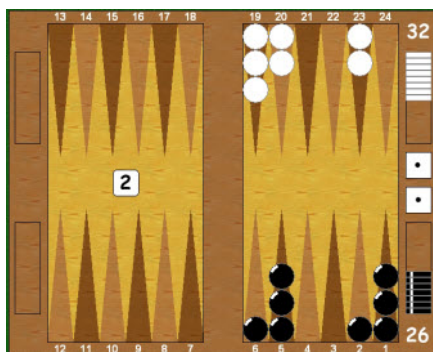
Clearly, if you can't get in two crossovers, then you should try to ensure that next roll you can, to this end, 8/6 8/7 is best - it will guarantee that you'll get in two crossovers next time, no matter what you roll. Following close on its heels is 11/10 8/6, getting in one checker and bringing the farthest away a bit closer. The actual move, 8/5 still leaves a 6, but it is better than the final two that fail to get in a single crossover.

The actual play is -0.021.

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

10) 21: 8/6 6/5 64: 8/2 7/3
11) 33: 8/5(4) 61: 8/2 2/1
12) 61: 11/5 5/4 41: 4/0 1/0

13) 43: 4/0 3/0 32: 3/0 2/0
14) 44: 6/2 5/1 4/0 4/0 61: 6/0 6/5
15) 63: 6/0 5/2 51: 6/1 1/0
16) 42: 5/1 2/0 64: 6/0 4/0
17) 54: 5/0 5/1



White cube action

Doubles to 2

18) Takes

Snowie says, No double, take
No double 0.378
Double, take 0.280 -0.098
Double, pass 1.000 +0.622

According to the rollout, black has 37.7% gwc, too many for a double. Although on roll white has three gaps, one of them the 1-point, so a measly 1 won't bearoff any checkers. Black has good chances to clear his checkers first and therefore, takes.

19) 42: 6/2 2/0 41: 5/1 1/0
20) 32: 5/2 2/0 32: 6/3 2/0
21) 43: 5/1 5/2 63: 6/0 3/0
22: 6/4 4/2 2/0 2/0

This 22 from white almost decides the game, black will need to roll a double now (or next roll if he gets one, and that depends on white rolling 11, 21 or 31).

22) 32: 2/0 2/0 43: 5/1 1/0
Wins 2 points

Kent Goulding : 8 Mike Maxakuli : 9

50	You are Mike Maxakuli
40-49	You are Kent Goulding
30-39	You are OKish
20-29	You are fairish
10-19	You are poorish!
09-0	You are rubbish!

THE 12th LIVERPOOL OPEN

Saturday 28th and Sunday 29th July 2007

LIVERPOOL BACKGAMMON CLUB *presents* THE 12th LIVERPOOL OPEN

Saturday 28th and Sunday 29th July 2007

Registration- Saturday: 1000-1045 for 1100 start. Estimated finish, 1930 on both days

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Pre-entry required. Cheques payable to Simon Jones, 3 The Vineries, Liverpool, L25 6EU to be in by Saturday 21 July 2007. 0151 428 3082 / 07788 443123, vineries@btinternet.com

Name _____ Email _____

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Backgammon Among the Idol Wannabes

By Mary Hickey



Connie has been called back to the Congo, so there's no chouette at the mansion tonight. You and the others had suspected this might happen, after he skipped his own chouette last time to take a series of overseas phone calls, so you've made contingency plans. Tonight's game will be at a karaoke bar near where Scott lives.

Scott's spiked hair looks downright corporate conservative at the Idol Lounge, since at least it's black, not pink, white, or green. And if eyebrow, lip and nose jewelry make you queasy wondering what else the wearers have pierced, maybe you'd better concentrate on the game and not what's going on up front where the stage is.

"At least it's warm in this place," grumbles Kendrick as he rubs his hands together and seems to be debating whether or not to take off his hat. "That stupid groundhog over in Pennsylvania called this winter wrong. There must have been a shadow for him to see, but he missed it."

"I think it's just a racket to make money," opines the good player, visibly wincing as he pays the hefty cover charge. "Who knows where they came up with that goofy superstition?"

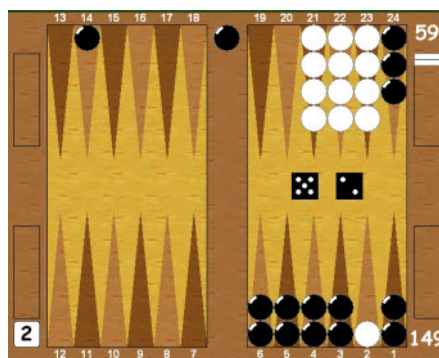
"Groundhogs actually do come out of hibernation briefly during February, but it's to look for mates for later in the spring, not to stare at their shadows and

attempt a six-week weather forecast," Scott informs you all. "You like this table out in the middle here? The light's good and we have a great view of the stage."

The rest of you all instinctively look toward the back, where there are a half dozen booths nowhere near the stage and its bright lights. However, it's so dark back there that you all reluctantly agree to play out where you can see everyone...and everyone can see you!

You each roll one die, and Kendrick starts the night in the Box, with Scott as Captain. Scott isn't sure what to do when this position arises:

Problem 1, Game 1



Money session
Black 0 White 0
Black to play 52

All our problems for today will be of this

type, where your objective is to contain a single checker you have hit. A whole book could be written on this subject of containment, if someone out there has the time and inclination, but we'll briefly explore some recurring themes here today.

What you want here is what Neil Kazaross calls "15 vs. 1", where you try to get all 15 men working effectively to contain the checker you have caught out. But ten of your men are tied up holding the five points you own in your board, and three more are temporarily out of action on the 24 point. Placement of the remaining two men is critically important!

There are only two plays here after you enter with the 5. You can step out with 20/18, or play 14/12 to take direct aim at your bar point to ensure he has no place to hide with 5-1 or 5-2. The right play, by a lot, is to step out. This will give you large direct shots, and often double directs, on his biggest running rolls, and those are the most important because they get him closest to home. The alternate play has the added disadvantage that it allows him to hit you with 5-5 and 6-4. The 5-5 was a winner anyway, but the 6-4 certainly was not, so that is a needless swing against you that you can and should avoid.

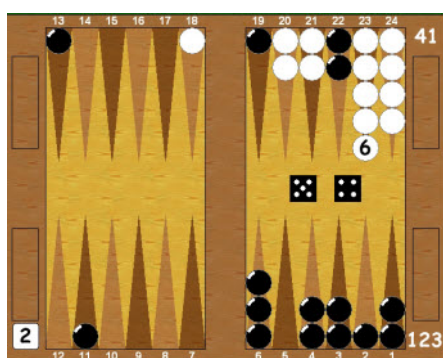


Whichever play he chooses, Scott wins the game and the Box, and the good player takes the Captain's chair. After awhile, a Beyonce look-alike who's had a few Jello shots more than absolutely necessary stumbles over to your game, and remarks to a friend with green and black color-blocked hair that she's never, ever seen such a huge backgammon board. The friend responds that she didn't know you could play the game without a computer.

"You want me to ask them to play?" Scott mouths softly across the board to the good player.

The good player responds with an eye-roll, and contemplates his play here:

Problem 2. Game 1



Money session
Black 0 White 0
Black to play 54

In contrast to the previous problem, Black will have no trouble mobilizing his back men. Instead, his problem is that White may hit now on the 2 point. If that happens, Black doesn't want him to have the opportunity to pick up several additional blots on his way home. This makes the best mobilizing play, 22/18*, 19/14, a bit iffy with this set-up. It would be best if Black either already had his 2 point, or if it weren't slotted (I moved the blot up onto the 4 point for this case). But until the threat is resolved one way or the other, a bit of caution is called for, and the best play is 22/18*/13.

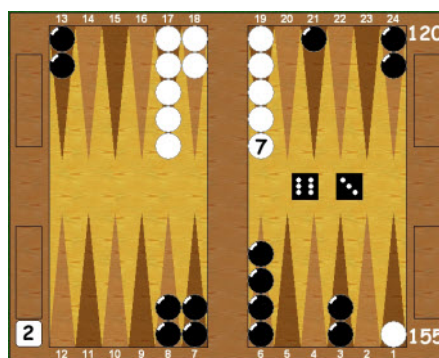
How can we tell if a play of this type is too dangerous? In an earlier column, we discussed the question of "how many blots is too many", which of course depends on the situation. But when there's any serious immediate threat against you, six blots is almost always too many! (I'm only saying "almost" because it's too dangerous with this game to assert that anything is "always" or "never" true.) And here, the threat is serious indeed, since a

hit/fan sequence would be disastrous. Still, mobilization is so important that 22/18*, 19/14 still his second choice.

The big problem with the third play, 22/17, 22/18*, is that it not only leaves six blots but also abandons your remaining half-anchor. Those two stripped points in front of it mean that you might be able to slime out a win from there even if he gets home quickly (or even immediately, with a 5-5). White also has an immediate root roll of 4-2, and you maximize your shots by still having a checker there. After you cover your 2 point will be a much better time to get that checker out where the action is.

An hour later, the good player is in the Box and Kendrick is Captain, and he rolls this 6-3 for you all to consider:

Problem 3. Game 1



Money session
Black 0 White 0
Black to play 63

A jaundiced, red-eyed man old enough to be the father (or grandfather) of almost anyone else in the bar wanders by your game, figures out who's going where, and then starts to give his opinion about the play. The good player instinctively moves to tell him he can't do that, but Kendrick shrugs and says, "Do you care?"

That's one of the ways to know you're really a pigeon, isn't it? In a non-consulting game, the Box says you can talk all you want

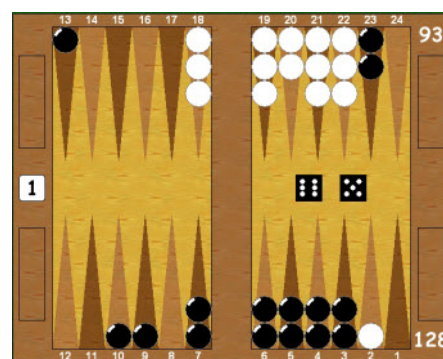
"I played this game for years, back in the day," the man informs you. "So I know a few things, y'know? You all seem confused here, but I know your 3 is automatic, to make what we called an "advanced anchor" while you can. And then, you're free to attack that last checker in your home with the 6. You want to keep him busy so he can't use his whole roll to make points in his board. If you get hit, no problem--you just play a backgame!"

After he's said his piece, he wanders off before any of you can point out that he could probably find a better play by randomly shuffling the checkers.

The best play is the mobilizing 21/15, 13/10, trying for that 15 vs. 1 game plan. 21/12 is a reasonable choice, but its safety from immediate shots doesn't make up for the lack of diversification and the missed opportunity to create a builder for your higher inner board points. It's way too early to worry over the four shots the correct play leaves.

Scott hadn't been planning to sing, but his muse gets the better of him and he tells you to play the next couple of games without him. His take on UB40's "Red, Red Wine" gets the crowd singing along, and his flawless delivery of the rap "Tribute" section draws a standing ovation from the cognoscenti. Meanwhile, Kendrick is in the Box and you are Captain when you arrive at this position:

Problem 4. Game 1



Money session
Black 0 White 0
Black to play 65

I hope you got this right quickly, but if you didn't I'm sure the good player explained it to your satisfaction. You wouldn't use a 5 to hit if it meant giving up the prime, as it would if you had rolled, say, a 5-4. However, you do hit here, 13/2*, because the gain if you push him back to the ace point is huge, with your bar point blocking him in. The loss if you're hit isn't as great, since you may get back on the board and into the game before he rolls an escaping 6.

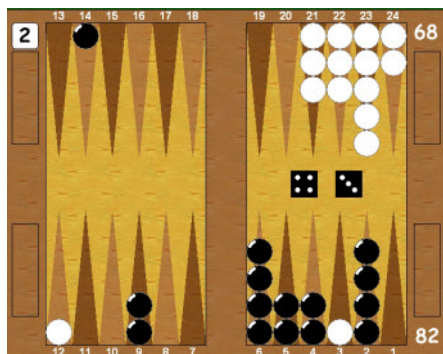
Scott is back in the game, and the good player asks if you want to sing also. Do you demur, claiming you can't carry a tune in a tote sack? Do you try to extort a point, or maybe two or three, from each player to get you to go up there? Or do you take a look at the cheesy trophies they're giving out, and decide your equi-



ty's better in the chou, whether you can sing well or not?

There's no right answer to that question, since it's really a matter of style. However, there is definitely a right answer to this problem, along with of course a wrong one:

Problem 5. Game 1



Money session
Black 0 White 0
Black to play 43

You're in the Box now, so this one's up to you! In the real game from which this was taken, my opponent hit with the 3, then played 9/4 with the 4. I thought at the time that maybe it was just a bit loosy-goosey, since the odds were against his ever completing a closeout of two checkers anyway, and in any case there was no guarantee he'd be able to pick up the second one in the first place. But I was very surprised when both 3-ply and the rollout made his play borderline-blunderous!

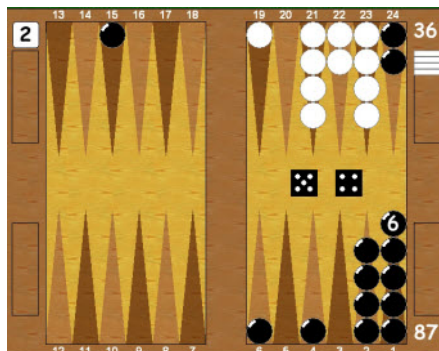
It seems my four point board is enough of a threat that Black should give up on the second checker, commit to containing the first, and not take any needless risks of losing control of the game. He should hit, 6/3*, and then play 14/10 with the 4.

If White has only a three point board, his passive counterplay is reduced. Black

should still play 14/10, though the badness of 9/4 is also reduced. But if White has only a two point board, this creates a big swing and makes trying for the second blot with 9/4 correct for Black by .067, according to a short 2-ply rollout.

Scott is Captain vs. Kendrick in the Box for our final problem for today:

Problem 6. Game 1



Money session
Black 6 White 6
Black to play 54

When you have to win after a hit, but have a crashed board, it's a different type of game: Containment With Nada. The element of "passive counterplay" that we discussed in the previous problem is present here too, for both sides, but in this case he has more of it than you do.

Sometimes in a Containment with Nada ending, we will have the chance to add power to our board by building an extra point or two, but this position is too far gone for that. After we hit with the 5, it's always right to lift the blot from the 6 point no matter how many points White has, and no matter what the score is if this were in a match.

Your position here is so desperate, that to win you must count on continually whacking your opponent back whenever he gets onto the board and starts to run for

home. If you succeed long enough, you can then win the bearoff race with your speedboard. Getting hit doesn't work with this game plan, so you remove the most vulnerable target. Remaking your 6 point before you get hit there, or even rolling a 2 to make the 4 point before he hits either checker, is a like winning the lottery--it would be nice but it ain't happening, and you're better off saving a dollar by not buying a ticket.

Short comparison rollouts show that if White has fewer points in front of your anchor, your winning chances improve. What your opponent gains from a speedier bearoff is more than made up by the greater freedom you will have in arranging your checkers, and his reduced ability to contain you if a hitting war breaks out. However, it's still correct to pick up the blot while you can!

How did you do this time? Scott won the huge first place trophy for reggae, which you walk to his car for him so he can carry his board and messenger bag without needing a third hand. The good player slinks off in a funk, since he had a losing night, but Kendrick sticks around long enough to say he'd be willing to play here again if Connie is still away next month. Try to "contain" your enthusiasm!

Today's Principle: Containing a single checker is difficult, even though you have 15 checkers to chase and hold onto it. Think in terms of mobilization and control without excessive risk of an immediate bad sequence.

The Snowie rollout stats are on the following page. 

For a more complex view of the stats please go to: www.gammonvillage.com.





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Problem 1		
25/18	-0.084	
25/20 14/12	-0.169	(-0.085)

Problem 2		
22/18*/13	0.098	
22/18* 19/14	0.055	(-0.043)

Problem 3		
21/15 13/10	0.343	
"21/12	0.275	(-0.068)
24/21 13/7	0.182	(-0.161)
24/15	0.181	(-0.162)

NB: This was complex enough to justify a 3-ply rollout with Snowie 3.2's strongest settings. Containment endings are difficult even for bots!

Problem 4		
13/2*	0.290	
13/7 10/5	0.065	(-0.224)

Problem 5		
14/10 6/3*	0.310	
9/5 6/3*	0.213	(-0.097)

Problem 6		
24/19* 6/2	-1.273	
24/19*/15	-1.358	(-0.085)
"15/6	-1.371	(-0.098)
24/19*	-1.387	(-0.114)
24/20		
24/19* 15/11	-1.428	(-0.155)

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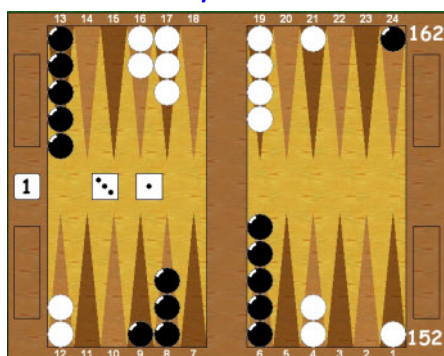
Their Cup Runneth Over

Michael Crane and Snowie take a look at the errors and blunders during the County Cups final between David Startin (l) and Nicky Check(r)



This final looked to be going all David's way; that was until Nicky began fighting back! From 6-1 down Nicky stepped up a gear and eventually won at DMP, 11-9. During the match both players made several errors and blunders. In all positions the match is to 11 points and David is playing as black and Nicky, white.

Game 1, Position 5



Black 0 White 0
White to play 31

White made the 4-point by covering his blot.; but, because white has an advanced anchor, the correct move here would be to make the 5-point, 8/5 6/5. Black has a blot of his own within firing range of white's back checkers so the hit isn't without return shots.

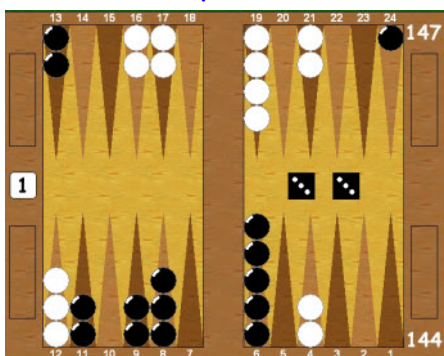
Actual move: 8/4 2nd @ -0.065

What happened next?

B 22: 13/11(3)

W 65 24/13

Game 1, Position 7



Black to play 33

This time black makes his 5-point,

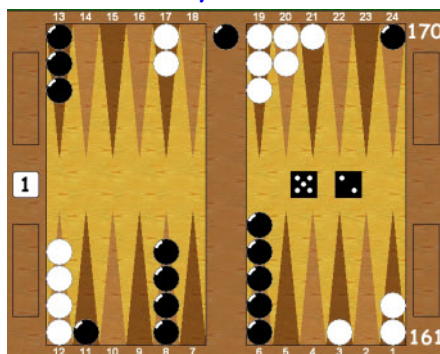
11/5(2), but this doesn't really stop white's runners escaping. To do this it is better to play 13/10(2) and block off the large escape numbers, and 6/3(2), making another home board point.

Actual move: 11/5(2) 2nd @ -0.042

What happened next? White rolled 11 and made his bar- and 5-points with 8/7(2) 6/5(2). Black leapt out with 52, 24/17 only to be hit back with 54, 13/8* 13/9. He then danced and was cubed out.

The next two games went black's way and we pick up the action at ...

Game 4, Position 4



Black 2 White 1
Black to play 52

Well, 25/23 is a safe bet! But, playing 11/6 is quite poor. At the moment white has a home board blot on his 4-point and this little chap means that black should attack the blot on his 3-point with 8/3*.

If black's blot is hit he has chances to establish an anchor if he's unable to hit the blot on his 21-point.

Actual play: 25/23 11/6 3rd @ -0.076

What happened next?

W 55: 13/3(2)

B 63: 24/21* 21/15

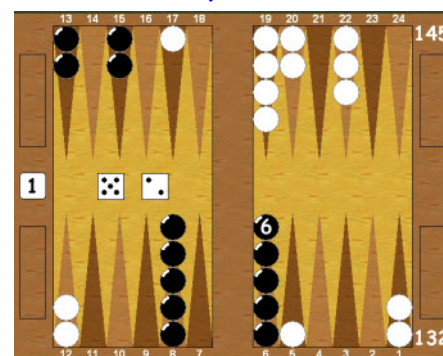
W 51: 25/20 22/21

B 62: 23/15

W 55: 21/16 8/3

B 32: 13/8

Game 4, Position 7



White to play 52

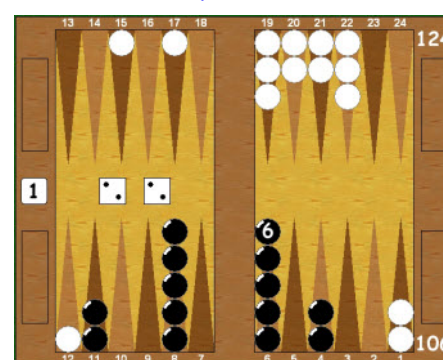
White has a good chance here to make a fourth home-point with 6/2 3/2 yet he squanders it by running safe with 20/13; and in doing so earns himself a blunder!

The 20-point blot isn't under any real pressure; and, because black has escaped his own runners, white has to contrive to get a hit and send a black checker back - at which time a good home board will be very useful.

Actual play: 20/13 2nd @ -0.173

What happened next? Black rolled 44, 15/11(2) 8/4(2), and from there the game progressed with white making a good home board while black made only one more home board point.

Game 4, Position 10



White to play 22

This match is available as Snowie or JellyFish match files, either on CD-ROM or via info@backgammon-biba.co.uk

With his move, 13/7 6/4 white is attempting to make a fifth home-point, but, if he doesn't get a hit it's going to be of no use.

White needs to mix it up a bit here and try to get a hit. To achieve this, the best play is 24/22. If white is hit (quite likely) then he might well get a double-shot at a black blot. This attacking move coupled with 13/11 8/4 also ensures very good chances of making the 2- or 1-points (or hitting loose if necessary).

Actual play: 3/7 6/4 6th @ -0.052

What happened next?

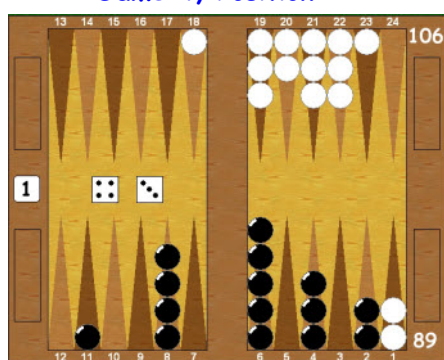
B 64: 8/2 6/2

W 64 10/6 8/2

B 43: 11/4

W 64: 8/2 8/4

Game 4, Position 12



White to play 43

Again, white tries to better his home board by moving 6/2 4/1; but he is now in danger of crunching and no nearer to getting the much needed hit.

He must play off his 24-point, 24/20 and threaten black's 11-point blot. Black will be unwilling to leave a blot and if white remains ensconced on black's 1-point, he won't have to leave a direct shot at all. But, if white does move 24/20 then 36% of the time, black will leave a direct shot.

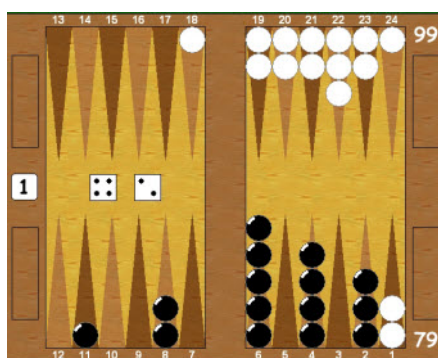
Actual play: 6/2 4/1 2nd @ -0.080

What happened next? On his next roll, black rolled one of the 36%, 64 and played both checkers off his 8-point, 8/2 8/4. No doubt he'd have gone for the double-hit, 11/5* 5/1* if white had slotted the white 5-point; but that would have given black 30% to hit the 1-point blot.

White has missed out on having a shot at the much-needed blot that could win him this point. Sitting tight on black's 1-point with both runners isn't going to increase his chances of that very important hit

Then we come to white's next roll ...

Game 4, Position 13



White to play 42

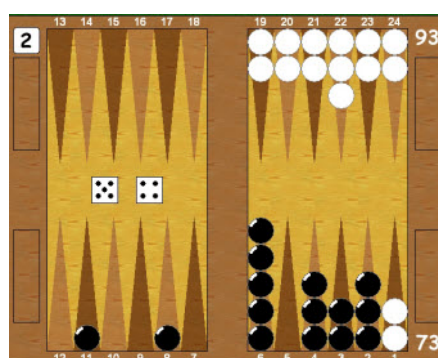
White still hasn't grasped the fact that he needs to hit and plays 7/1 making a full home-prime. He should have competed the prime with 2/1 and then gone for the attacking 24/20 to try to get the hit.

Moving off the 7-point returned a massive blunder.

Actual play: 7/1 6th @ -0.332

What happened next? We had a double/take, black rolled 51, and made his 3-point leaving two indirect blots, and then ...

Game 4, Position 15



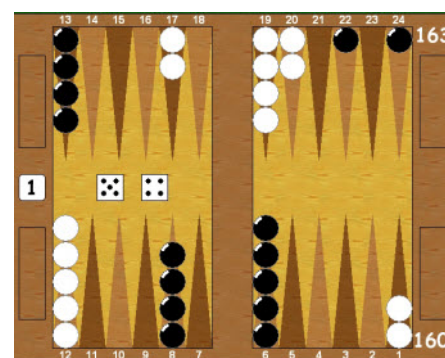
White to play 54

With a closed board, white doesn't have to fear running out with 24/15, but he does. Instead he elects to crunch his board with 6/1 6/2. White has a racing lead of 29 pips after this roll, and that alone is a good enough reason to run out.

Actual play: 24/15 2nd @ -0.170

What happened next? Black rolled 63, 11/5. From hereon black begins bearing off and white eventually scrabbles home to save the gammon.

Game 5, Position 2



**Black 4 White 1
White to play 54**

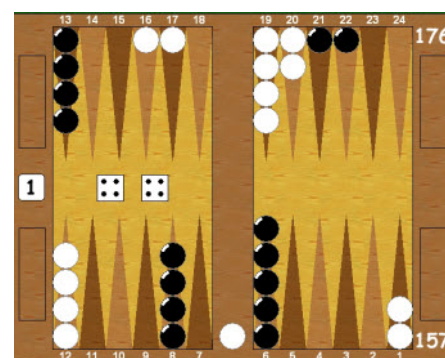
On the video tape, white makes a hash of this roll when he initially moves 13/3*. Quite clearly it is an illegal move (which black points out) and then white continues with a hitting play, 8/3* 13/9! Big error!

At the moment there's nothing to be gained by hitting loose and the best play was 24/20 13/8, placing a builder on the 8-point and getting a runner on the move.

Actual play: 13/9 8/3 5th @ -0.094

What happened next? Black punishes the 54 with 42, 25/21 24/22*. Then ...

Game 5, Position 3



White to play 44

25/21 is easy, and, hitting 8/4* is a must, but this is where white and Snowie part company. Snowie then moves 13/9(2) to cover up the 9-point blot; and white opts to make his 2-point with 6/2(2). The problem with the 2-point play is that 50% of black's rolls off the bar hit one (and sometimes both) of white's blots.

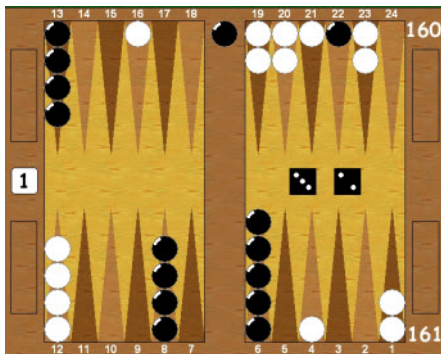
The best play is only fractionally better with 47% hitting rolls ... but only ▶

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hitting one checker. That difference translates into a significant blunder.

Actual play: 25/21 8/4 6/2(2) 6th @ -0.169

Game 5, Position 4



Black to play 32

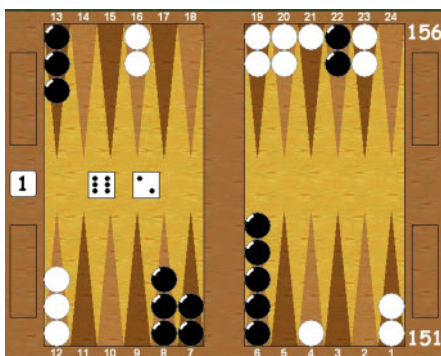
It's the next roll and black misses both of white's blots open on his side of the board!! However, he does make a large error when he moves 13/11 instead of hitting 6/4* on his own side of the board..

Black has an anchor, white has two blots on his side of the board, so hitting 6/4* gives black a chance or two to perhaps send back another white checker.

Actual play: 25/22 13/11 2nd @ -0.093

What happens next? White rolls 31, 13/9, covering his blot, but he would have hit off the bar with it if the 'correct' 32 had been played by black! Black then rolls 41 but isn't yet ready to hit the white 4-point blot, so he plays 11/7 8/7. Then ...

Game 5, Position 5



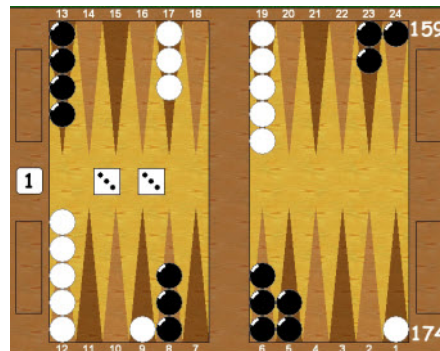
White to play 62

White plays 13/5 here in order to provide a better cover for his 4-point blot, however, this then leaves two blots on, 4- and 21-points. The best move here is the simple, 21/13, keeping it to just one blot and adding an extra builder to cover the white outer board.

Actual play: 3/5 4th @ -0.042

What happened next? Black rolls 43, 8/4* 7/4 and white is banged onto the bar. He re-enters with 43, 25/18*. Black replies with the double-hitting, 41, 25/21* 8/7*. White never recovers and is doubled out a few rolls later.

Game 6, Position 2



**Black 5 White 1
White to play 33**

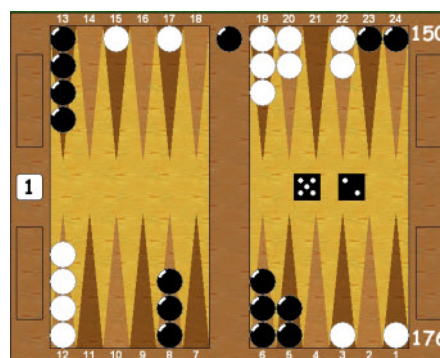
Home board points are best made in order from the 6-point downwards, and if that's not possible, then as close to the 6- as you can. For that reason the actual play of 16/10 6/3(2) is a large error.

The correct play here is the pure, 16/13 13/10(3). It offers good chances of making the 7-, 5- or 4-points and good outer board control.

Actual play: 16/10 6/3(2) 5th @ -0.100

What happened next? Black rolled 53, 23/15* (which wouldn't have happened with the best move); white re-enters with 33, 25/22 13/10* (touché) 8/5(2), then ...

Game 6, Position 4



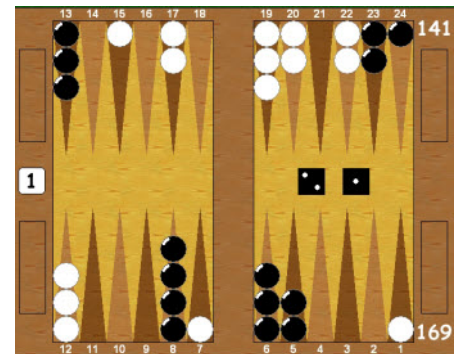
Black to play 52

This roll calls for an aggressive play, and it's 25/23 8/3*. White is threatening to make another good point or even anchor in black's home board, so now's the time to hit and spoil his tempo. Instead of this, black plays ultra safe (and thus letting white use 100% of his roll without having to re-enter with half of it) by moving 13/8.

Actual play: 25/23 13/8 2nd @ -0.068

What happened next? White rolled 54, 22/18 13/8, then ...

Game 6, Position 5

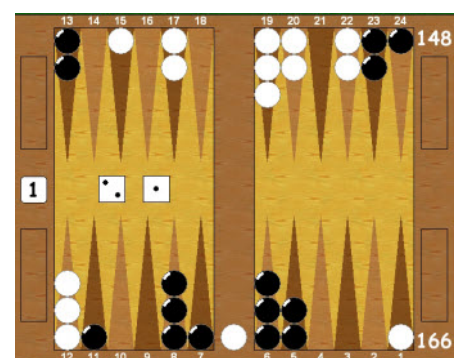


Black to play 21

It's black's next roll and he shifts into blunder territory with 13/11 8/7*. It's the 13/11 bit that Snowie has an issue with - it leaves 36% of black's rolls off the bar hitting the 7-point blot. It would have been correct to 'pick & pass' with 8/7* 7/5.

Actual play 13/11 8/7* 3rd @ -0.131

Game 6, Position 5a



White to play 21

It's the following move and white makes a blunder of almost equal value with his own 21. He moves his second checker, 24/23 to make the 23-point. He is now blocked on 6s with both his runners.

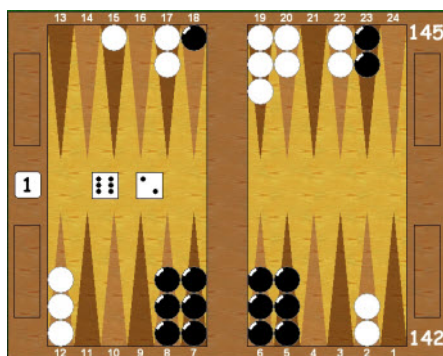
He should have kept the same checker moving, 25/22 and left himself the possibility of escaping with 6s. Admittedly black has pointing chances but his potential for making his bar-point are too great to get stuck behind.

Actual play: 25/23 24/23 4th @ -0.132

What happened next? Black rolled 66, 24/18 13/7(2) 11/5 . . . so the 23-point anchor paid off! Then ..



Game 6, Position 6



White to play 62

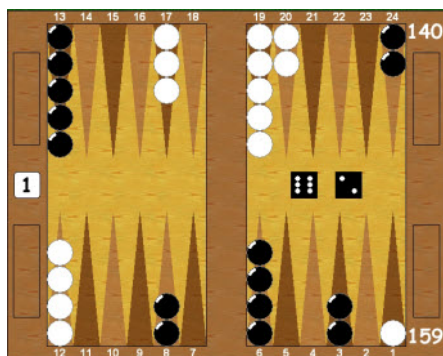
It's whites next roll and he moves even further into blunder territory with his play of 13/7* 7/5. He's not looking at black's home board in which he is stuck for direct escaping numbers.

The hit, 13/7* is OK, but the 2 is better used moving up with a runner, 23/21, preparing to either escape or at worst, end up on the bar or make an advanced anchor.

Actual play: 13/7* 7/5 5th @ -0.166

What happened next? White came in with 64, 25/15* and white never really recovers. After another checker is sent back to the bar, black cubes white out to take the game.

Game 7, Position 3



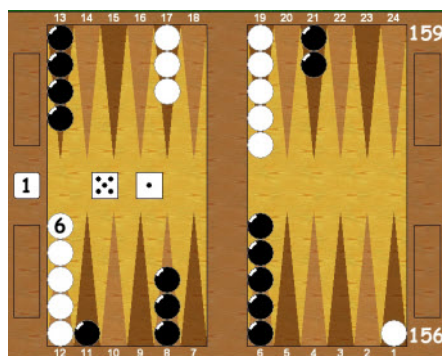
Black 6 White 1
Black to play 62

On his second move black elects to run all the way out with 24/16. He would have been better off playing the 'usual' 62 opening roll, 24/18 13/11. A few more hits for black, but greater potential of advancement if missed.

Actual play: 24/16 4th @ -0.074

What happened next? White rolls 52, 8/1* and black dances with 55. Soon after, white safeties his runner and then cubes black out.

Game 8, Position 2



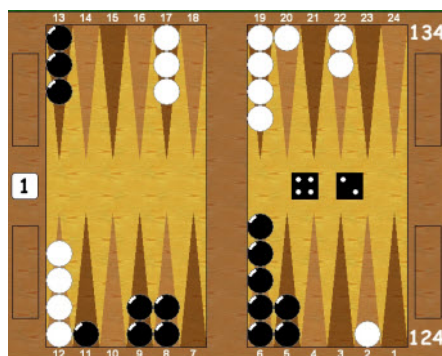
Black 6 White 2
White to play 51

There's an old maxim that goes, "Put it where you want it", and it refers to placing a checker where it's of best use to you; and in this position it isn't 13/8 24/23; it's 13/8 6/5. OK, it's a bit risky, but it would mean breaking off an advanced anchor to hit, and a few 1s could be better used elsewhere.

Actual play: 13/8 24/23 3rd @ -0.058

What happened next? Black rolled 63, 11/5 8/5; white's 21, 6/3 was a bit lame. Black then rolled 55 and scarpered, 21/11(2) and the game continued to this position:

Game 8, Position 6



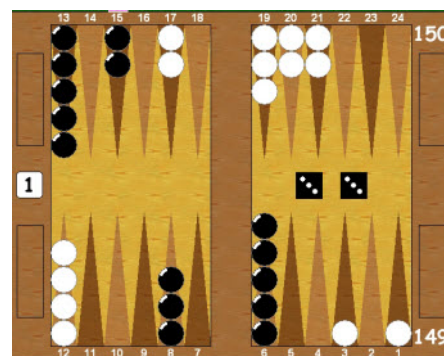
Black to play 42

It's not often that making your bar-point when you have an opponent's checker(s) in your home board is a mistake, and this position is no exception; the correct play is 11/7 9/7, blocking off white's escape route with direct rolls. Black moves 11/7 but then continues 7/5, keeping it (too) safe. The bar-point is worth the risk of being hit by the indirect rolls of 61 or 52.

Actual play: 11/5 2nd @ -0.078

What happened next? White rolled 51, 13/8 6/5; but three rolls later, when his runner was still trapped in black's home board, white was cubed out.

Game 9, Position 4



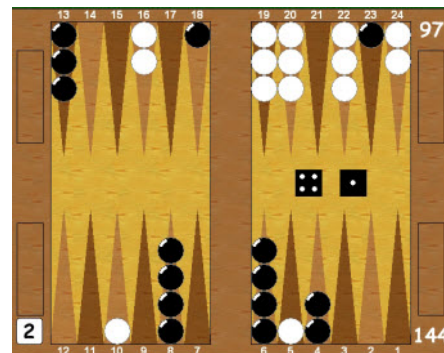
Black 7 White 2
Black to play 33

It looks good, making two home board points with 8/5(2) 6/3*(2) but it does leave flyshots off the bar with 44 and 62. This play is an error, mainly due to white's decent home board. The better play is to come off the mid-point, 13/10(2) 6/3*(2). This has the advantages of being totally safe and of shifting off a laden point.

Actual play: 8/5(2) 6/3*(2) 2nd @ -0.067

What happened next? White missed the blot with 54, 25/21 13/8. Soon another 55 for black enables him to cube white out.

Game 10, Position 10



Black 8 White 2
Black to play 41

Black has a very poor home board and two blots exposed on his opponent's side of the board - so what does he do? Well, he doesn't do what black actually did, and that was to run to safety 18/13. All this did was to leave the lone blot exposed to all sorts of dangers. Because of black's poor home board, white can hit loose if he is unable to point on the blot occupying his 2-point. Although only 19% of rolls will point on the blot, an additional 66% will hit loose; or to put it another way, only 14% won't hit.

To stop this happening black has to attack

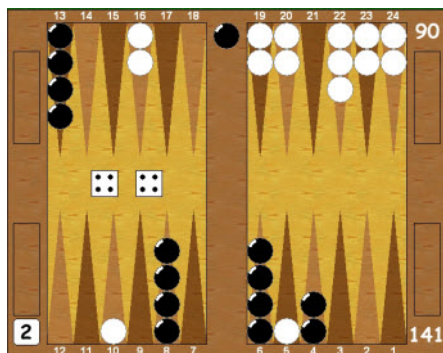


with 18/14 (removing 2s as hitting rolls, and then hitting 6/5*. Half of white's roll will be used in re-entering and hopefully this will be enough to protect the 23-point blot.

Actual play: 18/15 3rd @ -0.107

What happened next? Black's failure to hit with the 41 let white play a great 43, 6/2* 5/2. Black danced with 31, then ...

Game 10, Position 11



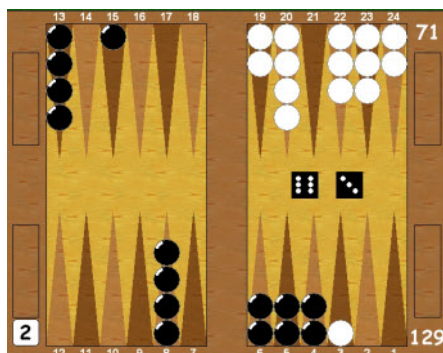
White to play 44

In Magriels, 'Backgammon' there's a chapter dealing with Duplication, and it is duplication that is the answer to this move - 20/16 15/11 9/5(2). The actual play of 15/7 9/5(2) leaves too many return shots, 500% more than the duplication play: 44, 43, 41 (14%).

Actual play: 15/7 9/5(2) 4th @ -0.143

What happened next? White rolled a return-shot 41, 25/21 6/5* and white danced with 66! Black covered his blot with 61, 21/15 6/5. White re-enters with 53, 25/22 7/2; then ...

Game 10, Position 14



Black to play 63

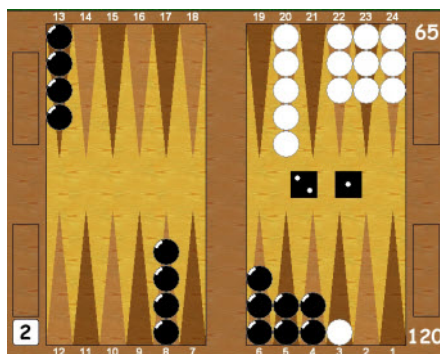
Being 49 pips behind in the race after this move, black needs to maximise his chances of hitting black's last runner. Moving 15/6 will not help achieve this. The 15-point blot is only vulnerable to twelves, 66 or 44 (5%) and is of more use

where it is, therefore, 13/4 is the better move. Moving the blot is a massive blunder for black.

Actual play: 15/6 4th @ -0.230

What happened next? White rolls 51, 6/1 6/5, and is unable to move his runner as his board begins to collapse. Then ...

Game 10, Position 15



Black to play 21

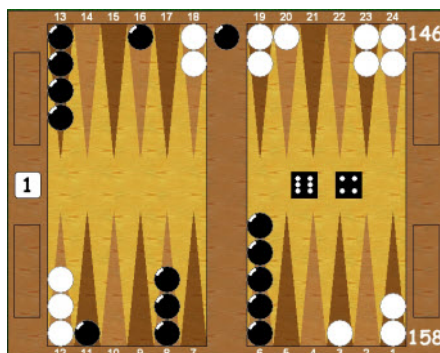
With two points open in white's home board it is imperative that black hits 6/3*. He's 52 pips behind in the race after this move (that equates to approx. 6½ rolls) and he needs to delay white as much as possible.

Instead of hitting, black increases his pointing chances with 8/5; but, if white escapes the extra builder isn't worth much.

Actual play: 8/5 6th @ -0.150

What happened next? White's roll of 31, 5/1, doesn't help his runner; but a little later on, when fronting a 5-prime, a timely 66 does; and he goes on to win the two points.

Game 11, Position 5



Black 8 White 4 Black to play 64

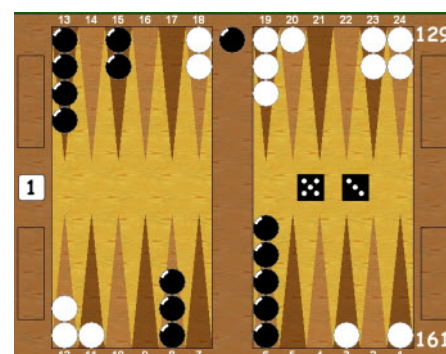
Black's play of 25/15 is a massive blunder. It gives white lots of hitting numbers at three blots including some that also cover the 5-point blot. In total, 50% hit

one or two blots, and 22% point. It was far better to keep things safe and play 25/21 16/10 leaving (mostly) indirect shots all round.

Actual play: 25/15 2nd @ -0.253

What happened next? No matter what black played, white's 64, 24/14* would have hit. Yet another 64 from black, 25/15 tidied things up a bit. White rolled 43, 13/9* 9/6, leaving his 5-point blot on; then ...

Game 11, Position 7

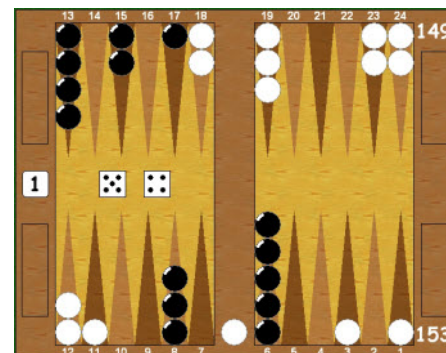


Black to play 53

More often than not, two in the air is always a good bet; so why does black play 25/20* 20/17? All he does is give white good chances to make an anchor. By correctly playing 25/20* 6/3*, White has only a 33% chance of hitting the 3-point blot; and the odds are in black's favour of picking up the white blot on his 11-point and leaving white stripped without any spare checkers.

Actual play: 25/20* 20/17 3rd @ -0.128

Game 11, Position 7a



White to play 54

The very next roll and white makes an even bigger blunder when he plays 25/21 14/9. Making the 20-point anchor would have been better - though not as good as 25/21 13/8*.

Black's home board is no stronger now

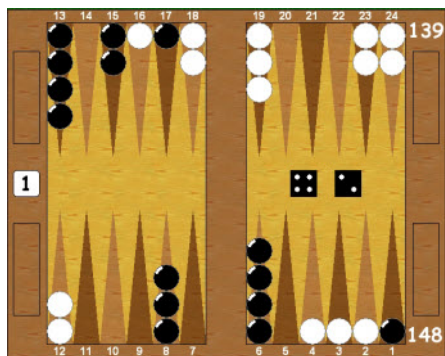


than it was at the start of this game, therefore it makes perfect sense to hit 13/8* despite the 'dangers' it presents. At best, white can make another home-point, and at worst he can make an anchor in white's home board.

Actual play: 25/21 14/9 3rd @ -0.197

What happened next? Black rolled 32 and went for the double-hit, 6/4* 4/1*. White re-entered easily but failed to anchor with 42, 25/21 25/23. Then ...

Game 11, Position 9



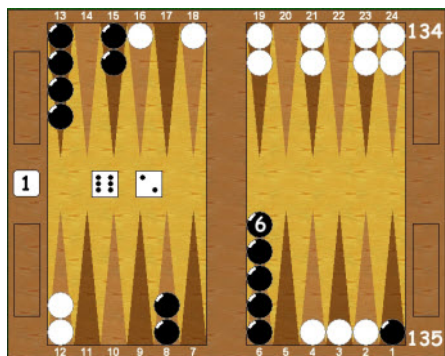
Black to play 42

Three rolls later and black goes for the record on huge blunders! He plays it *uber-safe* with 17/13 8/6! No doubt he's worried about his 1-point blot being hit if he plays (the correct) 8/4* 6/4; but is it worth worrying about the 30% shots in order to make a good home-point? No. The actual play loses 10% game winning chances: 56.7% down to 46.7%; a big loss.

Actual play: 17/13 8/6 3rd @ -0.365

What happened next? White rolled 32 and correctly made his 4-point, 7/4 6/4. Black's 61 is forced into being played safe, 13/6; then ...

Game 11, Position 10



White to play 62

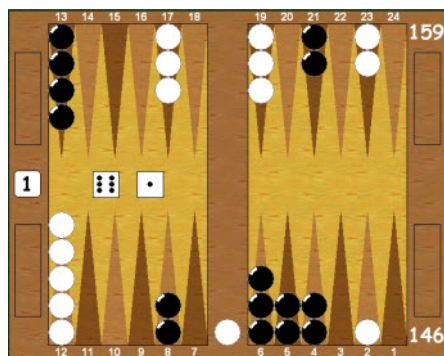
The two black checkers on the white 10-point will be hard pressed to move off safely; even more so if white plays 22/14

and threatens them with a spare checker backing up the mid-point. However, white prefers to slot his 5-point and threaten with 22/16. The problem with this is, if he does get a shot at black, he could well leave a direct 5 off the bar.

Actual play: 22/16 7/5 5th @ -0.062

What happened next? Black rolled 62, 15/9* 15/13 and white cubes whilst on the bar, and black drops.

Game 12, Position 6



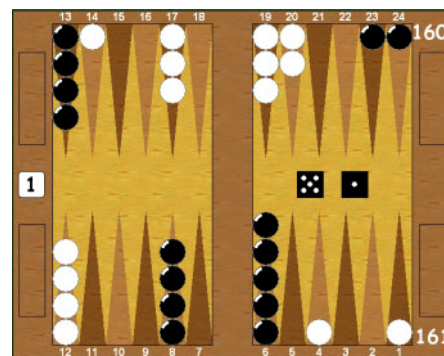
**Black 8 White 5
White to play 61**

There are only three ways this roll can be played: 25/24 8/2 is rubbish and a blunder; 25/24 13/7 is the actual play and is an error; 25/18 is the correct play. If you play 25/18 then white has only 19% of his rolls that'll point on either blots (or both with 66). The odds are he'll be hitting loose or 'picking & passing'; failing that, black has excellent chances of making the 18-point anchor. Slotting the bar-point 13/7 is nowhere as strong as slotting the 18-point; and returns an error.

Actual play: 25/24 13/7 3rd @ -0.075

What happened next? Double-five from black moves his runners, 21/11(2), then another big double, 66 for white, 13/1(2) ended up with black then cubing white out for the game.

Game 13, Position 3



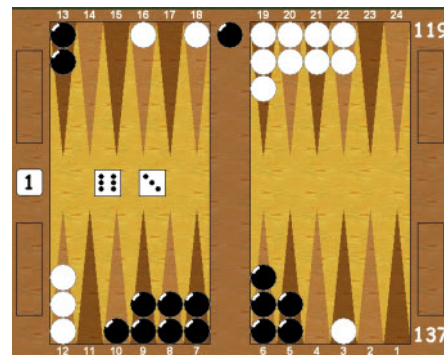
**Black 9 White 5
Black to play 51**

Although 13/8 is a correct play, as is often the case, it's the lowly 1 that causes the trouble; and it does here for black as he anchors with it, 24/23; and in the process makes a blunder and blocks himself off for 6s. The 1 is better moved 23/22, advancing past the blocked 6s (this has already been discussed!).

Actual play: 24/23 13/8 6th @ -0.174

What happened next? Black's anchor proved to be his downfall; his checkers never moved from there and he was eventually cubed out.

Game 14, Position 8



**Black 9 White 6
White to play 63**

Ask The Ruleinator



Dear Ruleinator, we've recently had several premature role queries to resolve. Leaving aside the "deliberate cheat" intricacy of your example, I just wondered how Rule 4.6 deals with the situation where a player's in a position where it would be to his advantage not to move, rolls prematurely (and picks up both dice before they've settled). If his opponent is content it was a genu-

ine mistake, would you say the premature roller should forfeit his move, or should he always re-roll, or is the re-roll at the discretion of the other player? With no formal TD, we are trying to document how we deal with as many of these situations as possible. In a similar vein, if a premature roll has been made (and not picked up), am I right in thinking that some rules say the roll always stands, and others say the aggrieved player may optionally request a re-roll?

Yours, TD or Not TD

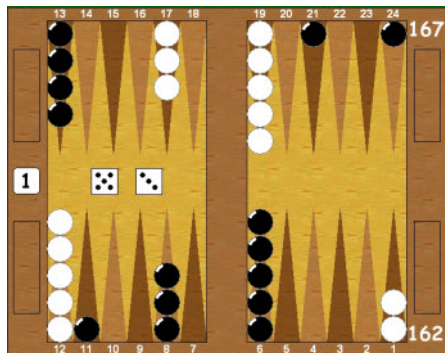
Continued on page 19

If white were to roll a 1 next roll he would need to play it 22/23; failing to do so could mean his back checker being trapped behind a 6-prime. Therefore, the actual play of 13/7 6/3, leaving 5/1 (and 55) as a 2-point maker, duplicates the use of the 1. Snowie prefers to play 13/7 9/6 giving 44, 55 and 54 as point makers, leaving 1s to move the runner.

Actual play: 13/7 6/3 4th -0.125

What happened next? Black danced with 55; and then white cubed him out.

Game 15, Position 1



**Black 9 White 7
White to play 53**

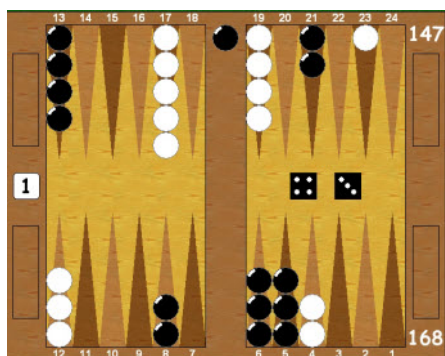
Playing 24/21 13/8 just gives black a few hitting/pointing chances. The better play here is the 'normal' 53 play, 8/3 6/3.

Actual play 24/21 13/8 2nd @ -0.051

What happened next? Black rolled 33, 24/21 11/8 8/5(2), tidying it all up; then:

W 54: 13/8 6/2 B 21: 6/4* 6/5
W 25/21* 24/21 then

Game 15, Position 4



Black to play 43

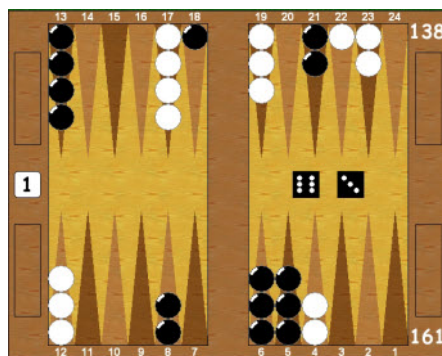
All that can be said of the actual play, 25/18 is that it duplicates 6s; and that's about all. The correct play here is to cling onto the 21-point and then tease white's anchor with 13/10. White is unlikely to want to vacate his anchor until he's got a

better home board; but this teasing play from black might leave him no choice.

Actual play: 25/18 3rd @ -0.059

What happened next? White rolled 63, but because of his poor board and position in general he couldn't hit the blot on his bar-point, and instead played 8/2 6/3. Then ...

Game 15, Position 5



Black to play 63

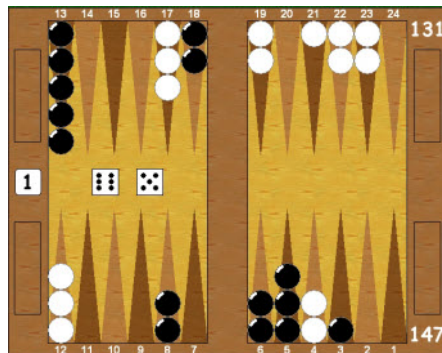
Black's next roll and another largish error. He plays both checkers off the anchor, 21/15 21/18. The error lies in abandoning the anchor, and then leaving a blot that has nowhere safe to land!

As with the previous position, a teasing play is best here: 18/9; made better by the duplication of 5s to hit and 5s to cover.

Actual play: 21/15 21/18 3rd @ -0.098

What happened next? White rolled 52, 8/3 6/4 and black's reply was 32, the safe, 15/13 6/3; then ...

Game 15, Position 6



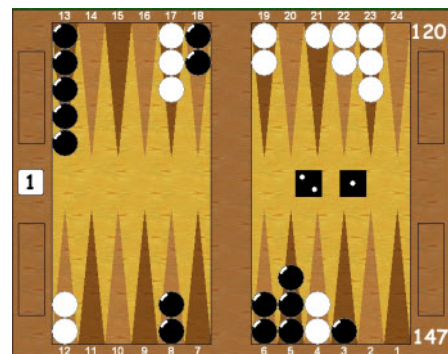
White to play 65

Three rolls later and white makes a massive blunder when he plays 13/2 and wastes a checker. It's best to avoid playing past empty points if possible. This play is only Snowie's 2nd choice but it is very wrong! The correct play is to tease the black bar-point anchor with 21/10.

Although under threat from 3s (36%), there are very good chances that white will get return shots and send a black checker onto the bar.

Actual play: 13/2 2nd @ -0.307

Game 15, Position 7



Black to play 21

The next roll and it's black's turn to make a (smaller) blunder. Playing 5/2 is very poor, it doesn't do anything and is almost a 'don't care' move. The mid-point is very laden and so 13/11 3/2 is far superior. There's a slight risk from 7s, but, being an indirect roll it'll leave the 4-point blot exposed.

Actual play: 5/2 3rd @ -0.136

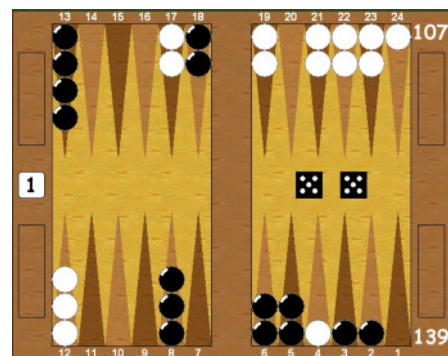
What happened next?

W 41: 8/4 2/1

B 41: 13/8

W 53: 21/13 then ...

Game 15, Position 9



Black to play 55

Another blunder from black, almost the same value as his last one. The checkers on white's bar-point are a pain in the arse to white and he'd love to see them moved - and black obliges by playing 18/13(2) 13/3. Now white can move into his outer board without leaving a shot.

The best move here is not to let white have it his own way and to move 13/3(2). White can only get his back checker safe with 8s (62 & 53) and 66 leaves a blot on

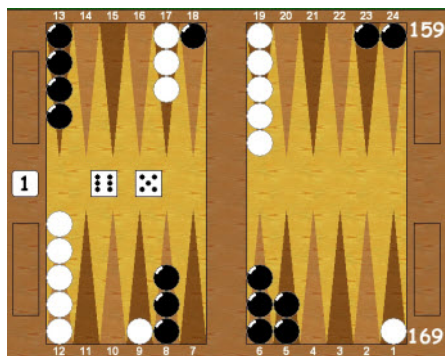


his 9-point. Black is well placed to take advantage of the next couple of rolls if he occupies the 18-point.

Actual play: 18/13(2) 13/3 2nd @ -0.135

What happened next? White rolled 43, 21/14 and starts to try out his escape plan! It worked - both players got into the bear-off at the same time, but it was white who prevailed after he cubed black out.

Game 16, Position 2



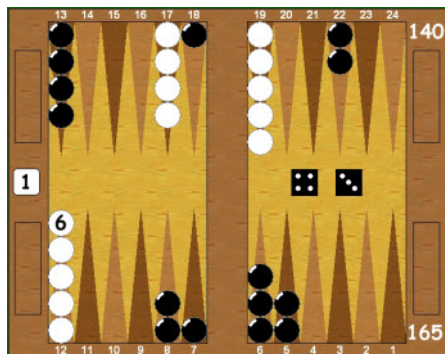
**Black 9 White 7
White to play 65**

Black has gotten off to a good start (despite being hit once) and now white eschews the opportunity to go for 'two in the air' with 13/7* 6/5*. Instead white runs his back checker 24/13. This leaves black with 4s and 63 (44%) to hit the 9-point blot. The double-hit would have protected the 9-(16-)point blot, leaving just 1s to hit (30%).

Actual play: 4th @ -0.089

What happened next? Just as well white didn't go for the double-hit; black rolled 11, 24/23 23/22(2) 8/7. White rolled 62 and safetied his runner, 16/8; then ...

Game 16, Position 4



Black to play 43

Three rolls later and black makes a blunder when he plays what looks like a good move: 8/4 7/4. White is very inflexible, occupying just three points, and he is in

danger of leaving a blot sooner rather than later. Snowie makes the 18-point, 22/18 and then moves 13/10 to further build his prime. Black's lone runner on white's 3-point isn't in much danger, on the contrary, he's more of a danger to white. By anchoring on the white bar-point, black restricts white's mid-point movement.

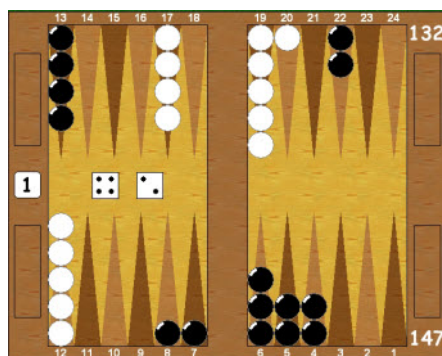
Actual play: 8/4 7/4 5th @ -0.159

What happened next?

W 53: 13/5

B 65: 18/7

Game 16, Position 5



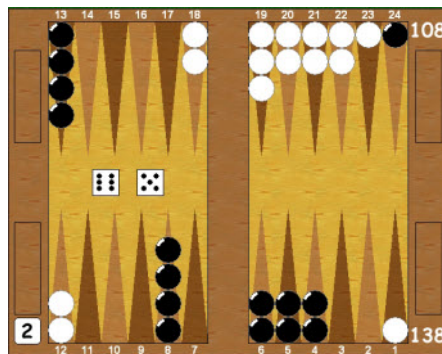
White to play 42

Another three rolls and white, unable to cover his 5-point blot decides to make a blunder and play safe with 8/6 5/1, no doubt concerned about the blot being hit. He would have been better off ignoring that and simply playing the pure, 8/4 6/4 - which at least blocks 11 as a hitting roll. The worst part of the actual move is the criminal stacking of another checker on the 6-point!

Actual play: 8/6 5/1 3rd @ -0.141

What happened next? Black rolled 31, 13/10 8/7, which would have missed the 5-point blot; white rolled 61, 13/7 8/7. Five rolls later, with black's runners still on his 3-point, white cubes black out.

Game 17, Position 16



**Black 9 White 9
White to play 65**

Playing 13/2 looks right, doesn't it? A nice full prime and black behind it! But, what happens if black rolls a 1, sends another checker back and the prime starts to crunch if neither back checker can escape? White loses the match - that's what might happen!

As good as the prime looks, it's a blunder to make it. The correct move here is the runner, 24/13. Black has all 1s (30%) to hit the blot (but at least it's the only blot) and if he does hit, he'll need a 6 to make it out or he could still be there for some time.

Actual play: 13/2 4th @ -0.149

What happens next? Black doesn't hit the blot - or any blot at all from hereon. White completes a close-out; eventually black re-enters ... and resigns.

**Archive - Articles
by Paul Magriel,
New York Times
By Michael Crane**

I have been unable to accurately date this first instalment but Luigi Villa was the 1979 World Champion, so we can be certain the year was 1979. Using the I.T.T sponsorship I have traced a reference to it in 'Barr On Backgammon - A Collection of The Seattle Times Backgammon Columns', by Ted Barr.

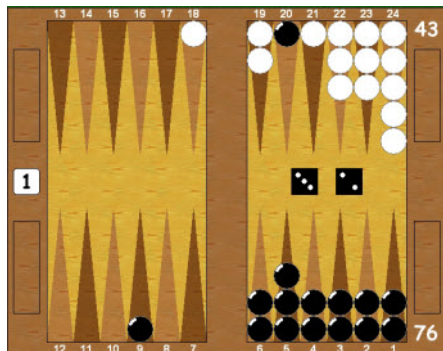
If you have ever wondered how we coped without the internet and email and games servers; read on and discover the wonderful world of facsimiles!

Tacticians Look for Trouble Before It Can Ensnare Them

An International Challenge match sponsored by I.T.T Communications was recently held between two strong teams from Europe and the United States. Luigi Villa, current world champion, led the European team, which included Kumar Motakhausses, Beverley Phillips and Serge Lorenzin. The United States was represented by Barclay Cooke, Oswald Jacoby, Lee Genud and Paul Magriel. In an unusual arrangement, the players did not meet face-to-face, but played via high speed facsimile, relayed by satellite between Geneva and New York.



After three days, the score was tied, and the outcome depended on the final game between Barclay Cooke (black) and Kumar Motakhausses (white). White developed an early lead, and seemed near victory. He had almost finished bearing in, and only had one point in the out-field still to clear. An unfortunate roll, however, forced him to give black a direct shot, as seen in this position:



Black to play 32

The United States team was overjoyed when Cooke rolled 32. He played the 2, 20/18*, making the crucial hit. Although the choices for playing the 3 seemed insignificant, Cooke looked at the options carefully. Because Cooke had a perfect home board, he knew that white could not re-enter until he had brought his men around and began to bear off. In fact, Cooke had only to avoid having an accident himself.

Cooke realised that continuing the same man 18/15 would jeopardise the game unnecessarily. Consider what would happen if black next rolls 66. With the first three 6s, black must play 15/3 9/3. The last 6 would be forced: 6/0, and black would then have a single man exposed on the 6-point. If white re-enters and hits, he may well salvage an otherwise hopeless position.

Cooke anticipated this admittedly unlikely pitfall, and avoided it, by correctly playing 20/18* 9/6, winning the game and thus the match. By moving the 3 into his home board, black protects himself against 66: he can safely play it 18/6 0(2).

In general, it is unwise to worry about rolling a specific double because this may distort the natural play of the game. The possibility of rolling a particular number is seldom an important consideration, especially in active mid-game positions. However, when there is nothing else to worry about, then the player can take the time to consider minor variations. He should take precautions to avoid "paying

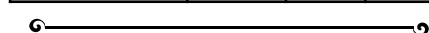
off" to an unfortunate sequence of rolls, even if the probability of losing is small.

According to Snowie the plays mentioned: 20/18 18/15 and 20/18* 9/6 are of equal value, even though the 18/15 part does leave a very poor 66 for black.*

*However, what is not mentioned is 20/18 * 5/2 (an equal of the two above); and this would have been my move. Why? Well, if we're considering "an unfortunate sequence of rolls" then 5/2, unlike 9/6, won't leave a second roll of 66 (or 55) leaving a blot.*

The 9/6 play did return the best gwc (game winning chances) and gc (gammon chances) despite the remote possibility of 66 or 55 rolling out the cup on the next throw.

	gwc %	gc %	-eqty
20/18* 5/2	93.6	2.9	
20/18* 18/15	96.8	3.3	-0.000
20/18* 9/6	97.2	3.5	-0.000

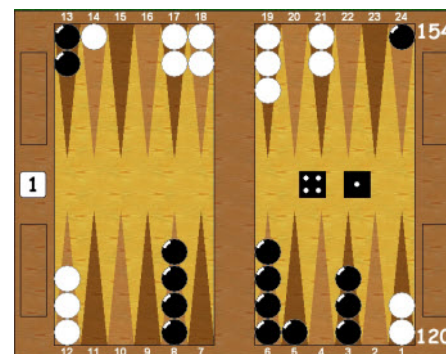


Fly Headlong Into the Fray, But Look, Think - Or Else

Dating this instalment has proven to be difficult, Google couldn't find any reference to it, although I did discover that Robert (Bob) Bishop was the 2000 American Backgammon Tour (BGT) winner for 2000.

The eighth Big Apple Championship, sponsored by the Metropolitan Backgammon Association, was held recently in New York, with 160 participants. Robert Bishop and Mike Singer, the two finalists, agreed to share the first prize without playing because this one-night event took longer than expected. Lee Fine and Irwin Zamore were the losing semi-finalists. The final standings in this tournament were surprisingly similar to the seventh Big Apple Championships, in which

Mike won: Robert Bishop and Lee Fine were semi-finalists. In other results, Paul McGowan overcame Barry Greenburg in the consolation; John Barnett beat David Gustin in the intermediate.



Black to play 41

In backgammon, mistakes can result not just from faulty analysis and evaluation, but also from simple oversight. Frequently the best play is not even considered! It is not uncommon for experienced players to overlook the correct move and settle for an inferior one. The position above, taken from a late round of play, shows how this can happen.

With the roll of 41, black's first concern was to cover his blot (exposed man) on the 5-point. He automatically played 6/5, making the 5-point with the 1, and then turned his attention to the play of the 4. Black realised that the 4 would not be easy - indeed, black would have preferred not to play the 4 at all.

With only one checker back in white's home board, black wished to play conservatively. He rejected 8/4, 6/2 or 13/9 because they left a new blot for white to hit and so send a second man back. Reluctantly, black played his 4, 24/20 - the only play that did not expose an extra blot. This proved to be a costly mistake. White next rolled a 62 and played 11/5*, 7/5, hitting black and simultaneously making the 5-point. Black failed to ▶



Premature actions, checker-play or cube actions, are illegal actions inasmuch as they are done out of synch and therefore the opponent can condone them or make the culprit redo their action. In the case of premature rolling, especially when it is in the rollers' interest **not** to roll, then his opponent should make him roll again. Biba shares the premature roll stands rule with many other backgammon bodies around the world. Others rule that premature rolls must be rolled again. Nearly all the backgammon clubs in the UK play to Biba rules.

Dear Ruleinator, I was annoyed by the behaviour of a player at a recent event. He rolled 61 from the bar and hit one of my checkers. He then said "Now dance on my 3 point board". I said quietly that such a comment was not very sporting. He must have misheard me and thought I was asking him to repeat what he had just said. He then did repeat it. After that, he gave me the "thumbs up" on two occasions where he got good rolls. I know banter is part of the game for friends, but **Continued on page 20** ▶

re-enter and white next remade his bar-point to form a five-in-a-row prime that ultimately won him the game.

Among the four alternatives that black looked at, 24/20 is probably the most dangerous. Moving up to the 20-point, on which white has four builders bearing is called "coming under the gun". It provokes white to attack black and facilitates making the vital 20-point. If compelled to choose one of these alternatives, the least injurious would be 8/4, slotting the 4-point. Although not without risk, black can make the 4-point and give himself a powerful home board if white doesn't hit with a 3.

None of the alternatives black considered was correct. After black rolled 41, his reasoning immediately went off track when he unthinkingly played the 1, 6/5. The correct play, which black overlooked entirely, is 8/4 5/4, making the 4-point. This play takes no unnecessary risks and leaves black in a sound position with good winning chances.

Black's mistake, simply overlooking the best play, can happen to players at all levels, especially after long hours of play. However, such mistakes are less part of it. Thus, it is unwise to play the "obvious" part of a roll, such as the 1 in this position, and then think how to complete the play. After rolling, the correct procedure is to first quickly scan the board to find all the reasonable plays. Only after this is done, and you are confident that no plays have been overlooked, can you start to decide among the alternatives. This procedure is particularly important when playing small doubles.

Modern technology has turned Magriel's choices on its head. The "probably most dangerous" move, 6/5 24/20 is Snowie's No.1 by a large margin over the 'correct' 8/4 5/4 which comes in a blunder!*

	gwc %	gc %	-eqty
24/20 6/5	50.2	18.0	
8/4 6/5	47.5	18.4	-0.012
8/4 5/4	45.6	16.0	-0.163
6/2 5/2	44.4	16.5	-0.240
13/9 6/5	42.5	16.1	-0.288



I am not particularly close to this person and I thought his behaviour was inappropriate. I hope that such actions are not tolerated by Biba. Yours Ann Noyed

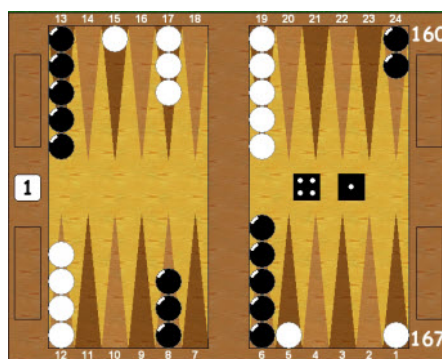
Dear Ann, this sounds like a most annoy-

It is thought this final instalment was written in early 1980; however, I am not able to confirm this.

Major Attack Later Requires Development Early in Game

Today many variations of the traditional opening rolls and responses are seen. The modern style of opening play stresses quick developments rather than safety. Early in the game there is more emphasis on constructive plays designed to seize key points. The most valuable points to control are the 5-point and the 20-point (the opponent's 5-point). Accordingly, many games begin with violent struggles for these two vital points.

In the position below, white has begun the game with the opening roll of 43. Instead of making the traditional play, 13/9 13/10, bringing two builders down from his mid-point (the 13-point), white has made the more aggressive and increasingly popular play, 24/20 13/10, splitting his back men in an effort to seize black's 5-point.



Black to play 41

Black now has a 41 to play in response. With this roll, black has only one move, 13/8 that leaves none of his men exposed. This overly cautious move is totally unacceptable at the beginning of the game. By playing passively, without attempting to develop his position, black hands the initiative to white.

Black should not give white the opportunity to make the black 5-point without a struggle. Therefore, it is essential for black to drive white off this point by hitting him with the 1, 6/5*. The more difficult question is how to play the re-

maining 4? In practice, few players find the best move. The common response, 5/1* hitting white on the 1-point, appears strong and aggressive, but it is a serious error.

6/5* 5/1*, hitting two of white's men, puts white off balance and temporarily prevents white from improving his position. The weakness of this play is that it fails to do anything constructive for black. With it, black does not start to build any valuable points. Indeed, it does not even create any builders for new points. Rather than improving his position, this play will leave black in worse shape. As white begins to re-enter, black will find himself without any logical follow-through. For example, a full scale attack to close white out is premature. In addition, the blot on the 1-point, if not hit, will be a liability.

The correct play is 6/5* 24/20, hitting white on the 5-point and then splitting to the 20-point. With this play, black makes an effort to gain control of two vital points, the 5-point and the 20-point. Thus, black begins to develop his men to build a strong position. By contrast, 6/5* 5/1* does not even start to make a valuable point and so black cannot possibly hope to improve his structure. The correct play gives white more return shots, but quick development - not safety - is what counts at the beginning of the game.

The double hit, 6/5 5/1* isn't as bad as it looks according to Snowie; in fact it's just an error - but an error, nonetheless.*

	gwc %	gc %	-eqty
24/20 6/5*	48.7	12.8	
13/9 6/5*	48.2	14.6	-0.003
6/5* 5/1*	47.0	13.5	-0.046
13/8	43.2	10.6	-0.201

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

ing situation and one that is frowned upon by good TDs the world over. This sort of attitude is already catered for in the Biba rules: **Biba Rule 1.9, Code of Behaviour:** *The organiser will not brook bad behaviour. Any player deemed guilty of such may be barred from the tournament losing*

all and any claims to prizes etc.

Next time, make an official complaint and it will be swiftly dealt with, I'm sure.

You want it? We've got it!

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www.bgshop.com

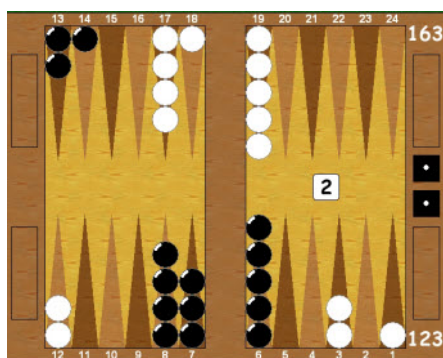
Hilton Trophy - 2 & 3 June

Report by Michael Crane

We had a decent entry for the increasingly popular, **Friday 500 (12)**. The final between myself and Mardi Ohannessian looked to be going my way - but Mardi is a fighter and never lets the pace slacken and it was he that came out on top, thus consolidating his lead in the 500. Because I am not going to be entering the UK Finals, 500 Finals, I didn't take my points; I'll leave any place I might merit to those that deserve it. The latest list appears on page 28.

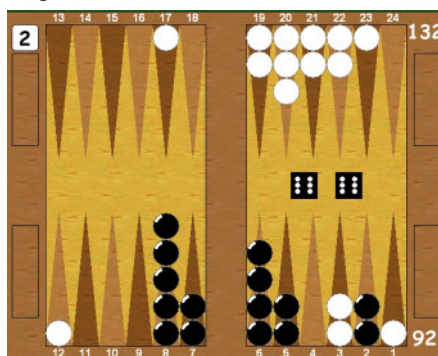
Considering the time of year, a turnout of **Main (27)** was acceptable - we've had fewer! Defending champion, Paul Gilbertson had an early departure going out in Round 1 thanks to Paul Watts, and in turn, Paul was defeated by Uldis Lapikens in the next round. Being only five rounds long the next round was the last eight: Nicky Check vs Adrian Jones, David Startin vs Uldis Lapikens, Ramsaey Jamil vs Arthur Wright, and Dorothy Lee vs Chris Ternel. In each pairing it was the latter that went through. Arthur was pitched against Chris and almost made it; but in the end, it was Chris that got into the final. Here he met Uldis who dispatched Adrian.

From the outset the final seemed to be going Chris's way: Uldis was 7-2 down when Chris (black) shipped across a 2-cube.



Black 7 White 2
Black cube action

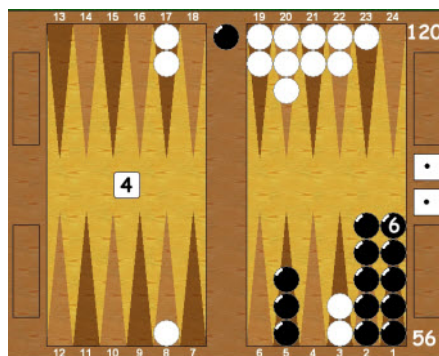
Uldis took, and from there on for a while it went with Chris until he started rolling large doubles . . .



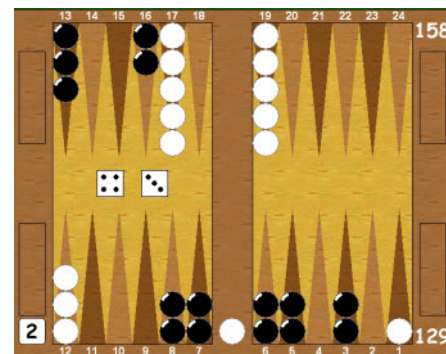
Black rolls 66

This looks good for Chris as he plays 8/2(2) 7/1*(2). Uldis then danced with 61 and then black rolled another double, double-five, 6/1(4). White danced again with 52, and black rolled 21, 8/5.

At this point white re-entered with 53, 25/22 13/8; and then black rolls 62 and leaves a blot with 8/2 8/6, which is hit. Chris dances and then Uldis recubes to 4; which, according to Snowie was too good to double - and Chris dropped . . .

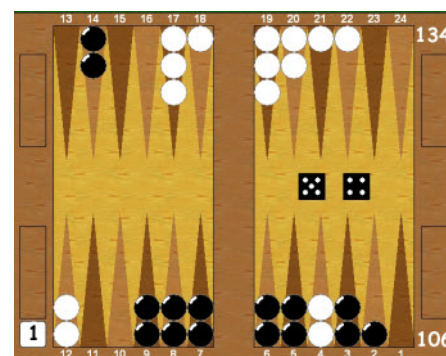


From here the match continues more or less in Uldis's favour until the score reached 2-away, 2-away. Before his first roll Uldis cubed and Chris took and the game went with Chris. The turning point came when white came in off the bar and anchored:



White rolls 43

Later, with white fronting a 5-prime, black rolls an awkward 54.



Black to play 54

He plays 14/5, leaving a direct 2, but Snowie says that 14/9 14/10 is better; it leaves eleven hitting rolls instead of twelve and leaves just 66 leaving a blot next roll. By moving just one checker, black has left 22, 21, 64, 31 and 11 that'll leave white a shot. White's reply was 42, a roll that hit, 13/11*, and covered, 8/4. Black came in with 51 and was forced to leave a second blot, 25/24 7/2; a blot that was scooped up with a fantastic 33, and suddenly black's behind a 6-prime with two checkers. Although he does hit back a white checker, it's not enough and eventually he ends up on the bar, closed out while white bears off. He gets only one shot a little later on but misses and he resigns.

On paper, Uldis was the underdog, and, prior to the 43 off the bar, he was heading for Runner-up. Well, played Uldis, and hard luck Chris.



In the **Consolation (25)**, Main 1st Round victim, John Slattery, had to make his way from the non-progressive side to the final. On his way there he gave a free 'lesson' to new member, Richard Holness. Richard was attending his very first tournament and was knocked out of the Main by Chris Ternel; he then went on to beat Gerry Enslin and Jerry Limb before falling to Slats. Slats's opponent in the final was Arthur Wright - he'd beaten Adrian Jones and then Nicky Check, having the tournament of his life, to make it there. However, his run of victories came to an abrupt end when Slats defeated him over two games.

It was apparent that we'd be struggling to make a bigger field than sixteen, so the **Last Chance (16)** was a bit smaller than usual. This shortness was continued into the final where Jerry Limb took just ten minutes to relegate his mate, Paul Watts, into second place. Likewise the **Triangle (16)** was short and sweet. Here the finalists were Ramsey Jamil and Dorothy Lee. They had met earlier in the Consolation, an encounter that Ramsey won; so Dorothy was hoping to even the score. Unfortunately she was unable to do so and she ended up in second place.

Saturday night saw two events: **Poker (12)** in which Tony Fawcett prevailed, with Tony Lee 2nd and Paul Learmount 3rd. This outcome didn't affect the top two, Paul Watts and Paul Gilbertson, but it did transpose Myke Wignall and Tony Fawcett, leaving Tony in 3rd position and Myke in 4th. Poker listing on page 31. The **Doubles (4)** saw another victory by the unbeatable 'Cake of Cheese'. Thanks to them 'With a Trace' went without a trace and then, in the final, 'Checkmate' were checked out leaving the *Cake* to have their cake ... and eat it!

Finally

Overall it was a good event. Everyone had a good time and it went without incident. Clocks weren't necessary (you've guessed - Brian Lever and Stuart Mann weren't there!) and it all ended up on time. Thanks to all the entrants for turning out.



Top right
Main: Uldis & Chris

Middle
Con: Arthur & Slats

Bottom
Jerry & Paul

Left
Being the shy, re-
served player that he
is, Jerry reluctantly
displays his first Biba
Winner's trophy!



Proposed Changes to Swiss Grand Prix Points

After lengthy consultation with certain players I have been persuaded to slightly alter the Swiss GP points award. Recognizing the fact that consecutive wins from Round 1 in the Swiss are equal to consecutive wins in Knockout formats, I have made the following adjustments (see below). Unless there is a substantial number of players objecting to this change, it will come into force at the SAC in August. However, it will not be used for the 2007 MSO event - the original award will be used for this one time.

Any comments or objections members might have can be discussed on the Biba Forum at: www.gammonlife.com/glforum/ or Biba HQ snail mail, or info@backgammon-biba.co.uk

Rounds won	11-Pointer	7-Pointer	Knockout Grand Prix Points	
9	n/a	39.22		
8	n/a	31.99	5-Pointer	3-Pointer
7	32.00	24.76	18.56	13.39
6	24.77	18.57	13.40	9.26
5	18.58	13.41	9.27	6.16
4	13.42	9.28	6.17	4.10
3	9.29	6.18	4.11	2.56
2	6.19	4.12	2.57	2.05
1	4.13	2.58	2.06	1.55

7	32.00	Swiss Grand Prix Points			24.77	6
Wins	1st loss in Round					
	1	2	3	4	5	6
5	13.42	14.97	15.48	16.52	17.55	18.58
4	9.29	10.84	11.35	12.39	13.42	
3	6.19	7.74	8.25	9.29		
2	4.13	5.68	6.19			
1	2.58	4.13	Consecutive wins from 1st Round			



11th Mind Sports Olympiad 2007

August 18th to August 27th



The Potters Bar Cup Saturday 18th & Sunday 19th Play starts 09:30 Sat, 13:30 Sun (2.25 hours per round)	Qualification: Open to all players. BIBA GP EVENT Format: Two day Swiss Format of 6, 11 point matches, four on Saturday, two on Sunday. 1st 2nd & 3rd will win Gold, Silver, Bronze.
Beginner's Tournament Saturday 18th Play starts 13:30 (45 minutes per round)	Qualification: Generally but not exclusively, the criteria for a beginner is anyone who has not previously won or has been highly placed in a backgammon tournament. The Director reserves the right to refuse entries if he thinks the entrant does not qualify for this category. Format: One day Swiss Format of 5, 3 point matches without the doubling cube. Prizes not given but 1st and 2nd will gain free entry into the English Open starting on Thursday 23rd August.
Biba 1-Day Challenge Monday 20th Play starts 10:00 (continuous play)	Qualification: Open to all players Format: One day tournament of 6, 5 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze.
The Blitz Tuesday 21st Play starts 10:00 (45 minutes per round)	Qualification: Open to all players Format: One day Swiss Format of 6, 3 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze.
The Olympiad Rapid Wednesday 22nd Play starts 10:00 (1.25 hours per round)	Qualification: Open to all players Format: One day Swiss Format of 5, 7 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze.
Olympiad English Open Thursday 23rd, Friday 24th Play starts 10:00 both days (2.25 hours per round)	Qualification: Open to all players. BIBA GP EVENT Format: Two day Swiss Format of 6, 11 point matches, three per day. 1st 2nd & 3rd will win Gold, Silver, Bronze.
Olympiad Championship Saturday 25th, Sunday 26th Play starts 10:00 both days (2.25 hours per round)	Qualification: Open to all players. BIBA GP EVENT Format: Two day Swiss Format of 6, 11 point matches, three each day. 1st 2nd & 3rd will win Gold, Silver, Bronze.
Olympiad 1-point Wipeout Monday 27th Play starts 09:30 (continuous play)	Qualification: Open to all players Format: One day Round Robin of 1 point matches without the cube. Entrant accruing the most points will be adjudged the winner, etc. 1st 2nd & 3rd will win Gold, Silver, Bronze.
Amateur Olympiad Champion (based upon positions in above using the Pentamind formula) Full Biba Rules Apply	The Amateur Olympiad Backgammon Champion will be the player with the best aggregate result over four Backgammon tournaments (excluding the Beginners tournament). Aggregate results will be based on the number of Pentamind points scored for each of a player's four best results. No extra fee. The winner will be awarded a special trophy.

www.msoworld.com

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.

Coventry Whitefriars Olde Ale House - Phil Tutchings – tutchingsp@aol.com Tel: 02476 445467 - Thursdays @ 7.30pm

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

London - Queens Head Pub, Picadilly - Alan backgammoninpiccadilly@goolemail.com - Monday nights 6pm until late

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.fslife.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

July 28/29, 12th Liverpool Open:

If this tournament isn't on your list to enter, change your mind and get there, you won't be disappointed. Main Tournament, Consolation, Last Chance, One Point Shoot-Out, Sweeps, Cash Prizes, Bar. Huge free buffet. What more could you ask for? Entry form on page 7.

August 11/12, SAC Trophy:

The third of our four Swiss format events and another UK Finals Qualifier. If you like playing 6 x 11 point matches over the weekend, then this is the event for you. Swiss events offer great opportunities to rack up championship points, Grand Prix and Ranking. See page 23 for new Grand Prix points award.



11th Mind Sports Olympiad 2007

August 18th to August 27th

Potters Bar - London

This very popular ten days of backgammon features something for every player, from 1-pointers to 11-pointers. The 11-pointers, Potters Bar Cup,

BACKPACKER BACKGAMMON AT BIBA

Fri 31st Aug, Sat 1st and Sun 2nd Sept 2007

More details (eventually!) on:

www.backpacker-backgammon.com/biba/home.html



Mike Main hosts his own Biba tournament again! There's plenty going on and a good time is guaranteed for all entrants.

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 'GBACA'

*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.*

NEW CODE

2007 XcitingGames.com Backgammon Calendar

Jul 28-29	12 th Liverpool Open	GP	-	Liverpool	Combination
Aug 11-12	SAC Trophy	GP	UK	Coventry	Swiss
Aug 18-27	11 th Mind Sports Olympiad	GP	-	Potters Bar	Swiss
Sep 01-02	Backpacker Trophy	GP	-	Coventry	Knockout
Oct 06-07	Sandy Osborne Memorial	GP	-	Coventry	Knockout
Oct 20/21	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

2008 Backgammon Calendar

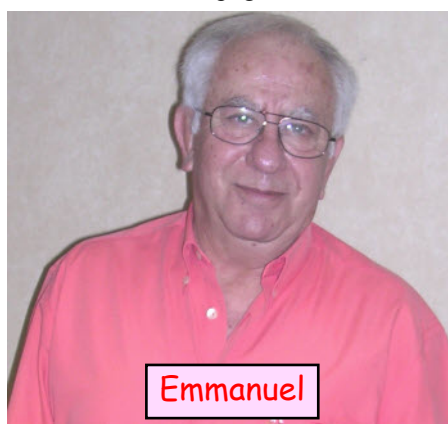
Jan 11,12,13	Bright 'n' Breezy	UK	Brighton	Knockout
Jan ??	5 th Cotswold 'Fireside'	-	Stroud	Knockout
Feb 1,2,3	Jarvis Trophy	UK	Daventry	Swiss
Mar 7,8,9	Slattery Scottish Open	UK	Daventry	Knockout
Apr 4,5,6	British Open	UK	Daventry	Knockout
Apr ??	Manchester 1-Day	-	Manchester	Combination
May 2,3,4	County Cups Trophy	UK	Daventry	Swiss
Jun 6,7,8	*NEW* Paramount English Open	-	Daventry	Knockout
Jul 4,5,6	Keren Di Bona Memorial	-	Daventry	Knockout
Jul ??	13 th Liverpool Open	-	Liverpool	Combination
Aug 1,2,3	SAC Trophy	UK	Daventry	Swiss
Aug ??	12 th Mind Sports Olympiad	-	tba	Swiss
Sep 5,6,7	Backpacker Backgammon Trophy	-	Daventry	Knockout
Oct 3,4,5	Sandy Osborne Memorial	-	Daventry	Knockout
Oct ??	16 th Irish Open	UK	Dublin	Swiss/Knockout
Oct 31, Nov 1,2	Townharbour Trophy	UK	Daventry	Swiss
Dec 5,6,7	Gilbertson UK Finals	-	Daventry	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.

Keren Di Bona Memorial Trophy

Report by Michael Crane

The weekend began well for our sponsor, Emmanuel Di Bona. He arrived on the Friday afternoon and after dinner he sat down to play the **Friday 500 (8)**. We struggled to make eight, this weekend, but that didn't bother our sponsor, he played his way through Roy Hollands and Caroline Stafford to beat Tom Duggan in the final. Being in the final gave both Emmanuel and Tom enough points to make the Top 16, and Caroline shifted into 2nd place behind (the absent, Mardi Ohannessian, who has repaired to Greece to recharge his batteries). The table can be seen on the next page.



Emmanuel

Cassie's Round Robin (25)

Caroline organised a 1-point, Round Robin event that was played throughout the weekend. This proved to be a popular addition to the weekend's backgammon and is sure to be repeated. Entrants played in groups of five with the winner going into a play-off for the pot. The first to qualify was me! Followed by Chris Ternel, Roy Hollands, Jeff Barber and Brian Lever. Jeff came out as the ultimate winner with 4 points, closely pursued by myself and Chris on 3.5 each; but, it was a 'winner-takes-all' pot . . . and Jeff took it all!



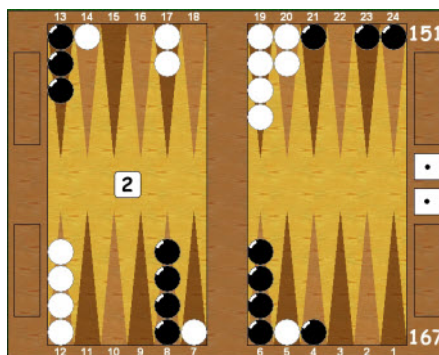
Jeff & Caroline

Main (21)

Not the biggest of fields, but that didn't

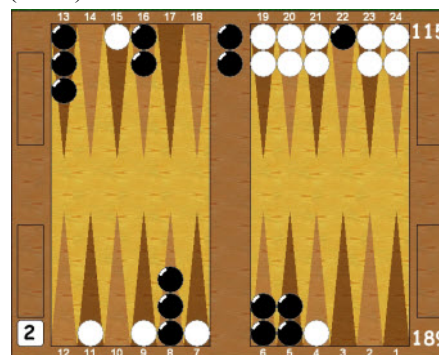
dismay the entrants. Last year's defending champion, Chris Ternel went out in the 1st Round, courtesy of Myke Wignall; and our illustrious sponsor, Emmanuel, went out in the same round to Tom Duggan. I mention this fact for it was Myke and Tom who faced each other in the final.

With the score tied at 3-3, the match stepped up a gear with some good and bad cube play. Myke, (white), is known for his erratic cubing and 'dynamic' checker-play (or, 'bloody risky' as it is commonly known!) but this particular cube is correct:



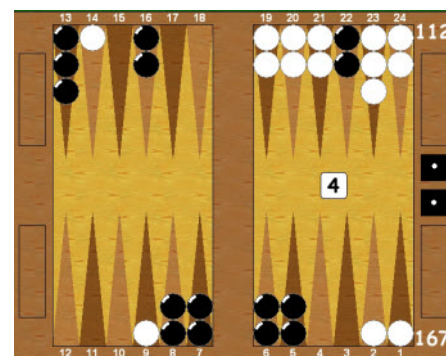
11-point match
Black 3 White 3
White cube action

It might be a tad too early, but the cube is correct (equity @ -0.051 for holding on to the cube at the moment); and the take is equally correct. White is unlikely to point on black on the next roll and black has good chances of anchoring. Some rolls later and it looks bad for Tom (black).



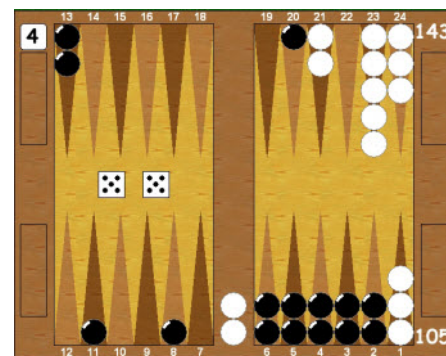
Myke has 73.8% game winning chances (gwc) including 58.6% gammons; however, on this roll black anchors with 53 and black's gwc drop to 62.6% gwc with 37.4% gammons; but white is still favourite to win the game, and likely a gammon.

Black's anchor in the previous position, and white's earlier cube now prompt some cube action from black:



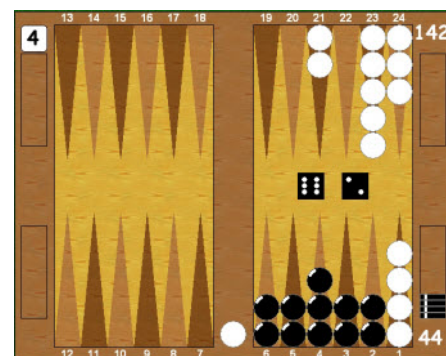
Black cube action?

Myke thinks for 28 seconds and then takes the cube. On the video Tom is heard to say, "Wow"; and well he might. This is a BIG drop. Dropping has an equity of a measly -0.002; but the take rockets up to an orbital +0.537 for black. Snowie rates this as 'Too good to re-double, pass'; but Myke takes and from thereon he's in trouble. Six rolls later and this is how much trouble Myke is in:



White rolls 55 and dances

His once 73.8% gwc have plummeted to a meagre 3.3% and his gammon chances have shrunk to a gnat's 0.1%. From here, even though he does send a black checker back (and it wasn't from this position!:



Black to play 62

Everyone was thinking, 6/0 6/4, everyone but Tom, that is! He plays 6/0 2/0, which is a huge blunder @ -0.408!!! If he reckoned this gave him greater gammon



chances, he was sadly mistaken. The safer play returned 79.4% gammons and the actual play returned just 55.8%. Myke danced with 54. However, Tom is hit a bit later on but he prevails and rolls out for a gammon and the match.

Consolation (19)

Nicky Check, knocked out in his first round bye of the Main, compensated by getting to the final on the non-progressive side. Here he was pitched against Tony Fawcett who was knocked out at a later stage of the Main (semi-final), after which he knocked out Steve Rimmer and David Startin . . . and then Nicky, to take home the winner's trophy.



Tony & Nicky

Last Chance (16)

"Local Boy Done Good". These were the headlines in the Coventry Post after Phil Tutchings (who lives a short walk from the venue) triumphed in the final when he beat David Nathan. This was Phil's first Biba trophy; and, seeing that David already has 10 winner's trophies, it seemed only fair!



David & Phil

The Bona of Contention (16)

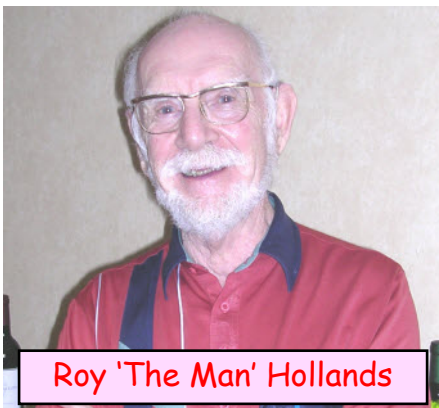
I like puns and was rather proud of this one. Mind you, Vicky Chandler was prouder (and before the grammar police write in, I know that's not the correct word!) she beat high-roller, Steve Rimmer in the final. *Just a note on Steve. In the Main Caroline and I purchased him in the Sunday auction because we deemed him, 'shit hot'; unfortunately we were only half right; he was shit!* ★



Vicky & Steve

Poker (50)

Tom Duggan, according to the record sheet got, "Lots of beauty sleep", being the first to crash out, fairly quickly. This left the remaining four to battle it out; and Myke Wignall (who has a new sobriquet) went out next. This left it between Roy Hollands, Tony Fawcett . . . and, inevitably, a Gilbertson (Paul) in the running. However; only two were to cash in; and one of them wasn't Paul. Roy came out on top - without a single buy-back!, leaving Tony in 2nd place.



Roy 'The Man' Hollands

The tables now show that Paul and Myke have reached their six-best placings and now their progress could be a little slower as they drop lower placings for higher

ones. The table can be seen on page 31.

Finally

I'd like to thank Emmanuel for sponsoring this tournament and for supplying the trophies. There was a time during registration that I thought each entrant would be taking one home! The weekend went along smoothly and Cassie's Round Robin was a good idea; unfortunately it wasn't mine . . . but I shall be claiming it as mine some time in the future!

And Really Finally!

Regular readers of Bibafax might remember an un-named benefactor who last year donated a bottle of wine to celebrate the fact that Ernie Pick had left the country. Well, the benefactor has 'come clean' and revealed himself to be Martin 'Barkers' Barkwill.

Martin once again donated a bottle of wine and the toast, "Ernie Pick. May he long remain in Spain" was heard to resound around the restaurant as his many admirers drank his health. ★

Friday 500, July 2007

- 49 Mardi Ohannessian
- 39 Caroline Stafford
- 34 Ed Turner
- 33 Jerry Limb
- 29 Giorgio Castellano
- 26 Paul Watts
- 26 Jeff Barber
- 25 Gerry Enslin
- 20 Paul Learmount
- 19 Rosey Bensley
- 18 Ray Tannen
- 16 David Nathan
- 15 Emmanuel Di Bona
- 14 Tom Duggan
- 13 John Slattery
- 12 Rogier Van Gemert *
- 12 Richard Biddle *
- 12 Paul Christmas *
- 9 Miles Farren
- 9 Matthew Franklin

- | | | |
|-------------------|-------------------|--------------------|
| 9 Liz Perry | 8 Brian Lever | 6 Brendan Burgess |
| 9 Chris Gibbins | 6 Stuart Mann | 6 Anderson Whamond |
| 8 Peter Christmas | 6 Paul Gilbertson | 6 Roy Hollands |
| 8 Nicky Check | 6 Myke Wignall | 4 Mike Greenleaf |

* = Play-off

Full list on the Biba web site.

There's still plenty of time left to topple some of the Top 16 from the list. With four more Friday 500s to come, (Aug, Sep, Oct, Nov) there are plenty of opportunities to make it and get your hands on £500!



Tournament Results

XcitingGames Hilton Trophy, 2 & 3 June, 2007



Main (27)

1	Uldis Lapikens
2	Chris Ternel
3&4	Adrian Jones
3&4	Arthur Wright
5to8	Nicky Check
5to8	David Startin
5to8	Ramsey Jamil
5to8	Dorothy Lee

Consolation (25)

1	John Slattery
2	Arthur Wright
3&4	Nicky Check
3&4	Mardi Ohannessian
5to8	Richard Holness
5to8	Ed Turner
5to8	Adrian Jones
5to8	Ramsey Jamil

Last Chance (16)

1	Jerry Limb
2	Paul Watts
3&4	Jonathan Powell
3&4	David Motley

Triangle (16)

1	Ramsey Jamil
2	Dorothy Lee
3&4	David Startin
3&4	Myke Wignall

Friday 500 (12)

1	Mardi Ohannessian
2	Michael Crane
3&4	Caroline Stafford
3&4	Jerry Limb
5to8	Gerry Enslin
5to8	Jeff Barber
5to8	Paul Watts
5to8	Paul Learmount

Doubles (4)

1	Cake of Cheese
2	Checkmate

Poker (12)

1	Tony Fawcett
2	Tony Lee
3	Paul Learmount

Grand Prix @ Hilton Trophy ...

18.58	Uldis Lapikens
13.42	Adrian Jones
13.41	John Slattery
9.29	Chris Ternel
6.19	Nicky Check
6.19	Ramsay Jamil
6.19	David Startin
6.19	Arthur Wright
6.18	Mardi Ohannessian
6.17	Jeremy Limb
4.13	Paul Watts

4.13	Edwin Turner
4.13	Myke Wignall
4.13	Phil Tutchings
4.13	Dorothy Lee
4.12	Richard Holness

2.58	Paul Gilbertson
2.58	Jon Barnes
2.58	Tony Fawcett
2.58	Gerry Enslin
2.57	David Motley

2.57	Jonathan Powell
2.06	Jeff Barber
2.06	Tom Duggan
2.06	Paul Learmount

Keren Di Bona Memorial Trophy, 30 June & 1 July, 2007

Main (21)

1	Tom Duggan
2	Myke Wignall
3&4	Steve Rimmer
3&4	Tony Fawcett
5to8	David Motley
5to8	Uldis Lapikens
5to8	David Startin
5to8	David Nathan

Consolation (19)

1	Tony Fawcett
2	Nicky Check
3&4	David Startin
3&4	Brian Lever
5to8	Chris Ternel
5to8	Ray Tannen
5to8	Steve Rimmer
5to8	David Motley

Last Chance (16)

1	Phil Tutchings
2	David Nathan
3&4	Rachel Rhodes
3&4	Emmanuel Di Bona

Bona of Contention (16)

1	Vicky Chandler
2	Steve Rimmer
3&4	Chris Ternel
3&4	Roy Hollands

Friday 500 (8)

1	Emmanuel Di Bona
2	Tom Duggan
3&4	Michael Crane
3&4	Caroline Stafford
5to8	Jeff Barber
5to8	Chayla Stafford
5to8	Ray Tannen
5to8	Roy Hollands

Poker (5)

1	Roy Hollands
2	Tony Fawcett

Grand Prix @ Keren Di Bona ...

13.42	Tom Duggan
13.42	Myke Wignall
9.29	Steve Rimmer
9.28	Nicky Check
6.19	David Motley
6.19	Tony Fawcett
6.17	Phil Tutchings
4.13	Brian Lever
4.13	Roy Hollands
4.13	Uldis Lapikens
4.13	David Nathan
4.13	David Startin
4.12	Chris Ternel
4.1	Vicky Chandler
2.58	Ray Tannen
2.58	Jeff Barber
2.57	Emmanuel Di Bona
2.06	Rachel Rhodes
2.06	Arthur Wright

Ranking Changes:

1957	1963	Brian Lever
1383	1402	Paul Barwick
1821	1838	Ray Tannen
1636	1657	Roy Hollands
1745	1756	Uldis Lapikens
1665	1692	Jeff Barber
1677	1659	Steve Rimmer
1873	1852	Nicky Check
1915	1907	Rachel Rhodes

1677	1697	Emmanuel Di Bona
1683	1670	David Motley
1784	1784	David Nathan
1517	1531	Julian Minwalla
1732	1762	Paul Gilbertson
1771	1784	Chris Ternel
1416	1352	Myke Wignall
1550	1504	Tony Fawcett
1813	1804	David Startin

1607	1545	Tom Duggan
1625	1625	Vicky Chandler
1612	1648	Gerry Enslin
1466	1489	Arthur Wright
1489	1476	Phil Tutchings

Grand Prix Championship July 2007

6.18 and higher

80.46	Adrian Jones	23.73	Ann Pocknell	12.36	Ian Davidson
67.08	Uldis Lapikens	23.59	Rodney Lighton	11.35	Alan Greenwood
61.87	John Slattery	23.21	Peter Bennet	10.80	Paul Learmount
55.71	Giorgio Castellano	22.71	Ian Tarr	10.79	Paul Barwick
54.68	Nicky Check	22.70	Chris Bray	10.32	Andrew Sarjeant
43.32	Rachel Rhodes	22.69	Stephen Drake	10.31	Kevin White
42.29	David Motley	21.67	Lawrence Powell	10.31	Mark Dixon
42.29	Chris Ternel	19.60	Neil Davidson	9.29	John Broomfield
42.26	Brian Lever	19.57	Vicky Chandler	9.29	Nigel Merrigan
41.80	Gerry Enslin	19.09	Ray Tannen	9.29	Steve Rimmer
37.65	Paul Gilbertson	18.58	Eamon Keogh	9.29	Barry McAdam
36.62	Jeff Barber	18.52	Tim Line	9.29	Blaine Buchanan
36.13	Stuart Mann	18.04	Tony Lee	9.29	Simonetta Barone
34.57	Myke Wignall	17.55	Tim Mooring	9.27	David Wallbank
34.57	Tony Fawcett	17.02	Miles Farren	8.77	Mike Greenleaf
34.03	Tom Duggan	16.51	Ramsay Jamil	8.24	Mick Vacarey
33.02	Peter Christmas	15.98	Fanika Petkovska	8.23	Mike Main
33.02	David Nathan	15.47	Jon Samuel	6.71	Ron Havenhand
31.99	Mike Heard	15.44	Mark Heidenfeld	6.70	Jonathan Powell
30.96	Paul Christmas	14.95	Martin Barkwill	6.70	Steve Bak
30.44	Peter Chan	14.94	Jeff Ellis	6.69	Tim Brown
28.90	John Hurst	14.44	Jon Barnes	6.19	Mike Grabsky
28.90	Raj Jansari	14.44	Philip Virschjager	6.19	Matthew Fisher
28.87	Phil Tutchings	14.43	Grahame Powell	6.19	Bob Young
28.35	Paul Watts	13.93	Fak Laight	6.19	Malcolm Robertson
27.87	David Startin	13.42	Sue Keeble	6.19	David Hale
27.32	Simon Morecroft	13.42	Chris Gibbins	6.19	Stavros Elia
26.29	Dorothy Lee	13.41	Bob Bruce	6.19	Alison Lee
25.81	Edwin Turner	13.41	Paul Van Dijke	6.19	Wayne Felton
25.80	Rosey Bensley	13.40	Simon K Jones	6.19	Martin Hemming
25.29	Julian Fetterlein	13.39	Ralph Eskinazi	6.19	George Miltiadou
25.27	Mardi Ohannessian	12.38	Mick Butterfield	6.19	Anderson Whamond
24.77	Richard Biddle	12.37	Andy Bell	6.18	Roland Herrera
24.25	Arthur Wright	12.36	Jeremy Limb		

Ranking Championship July 2007

played / points / player (played 4 or higher. Q = Qualifier)

Q	2159.43	Adrian Jones	12	1679.17	Simon Morecroft	7	1535.71	Arthur Wright
Q	2073.64	Uldis Lapikens	12	1669.42	John Slattery	7	1437.57	Steve Bak
Q	2027.43	Gerry Enslin	12	1550.00	Rosey Bensley	6	2089.33	John Hurst
Q	1993.36	David Motley	11	1655.73	Ramsay Jamil	6	1962.17	Ian Tarr
Q	1913.43	Peter Christmas	11	1594.91	Paul Watts	6	1896.00	Chris Gibbins
Q	1890.21	David Nathan	11	1510.18	Peter Bennet	6	1739.33	Jerry Limb
Q	1877.64	Tony Fawcett	10	1860.20	Dorothy Lee	6	1711.83	Philip Virschjager
Q	1831.00	Rachel Rhodes	10	1801.50	Brian Lever	6	1636.67	Martin Hemming
Q	1829.86	Peter Chan	10	1767.10	Tom Duggan	6	1633.50	Bob Young
Q	1815.29	Nicky Check	10	1748.90	Tim Mooring	6	1595.67	Matthew Fisher
Q	1813.71	Ed Turner	9	1612.00	Stephen Drake	6	1575.83	Richard Biddle
Q	1790.86	Myke Wignall	9	1559.00	Jon Barnes	6	1285.83	Fak Laight
Q	1771.93	Giorgio Castellano	9	1267.44	Jonathan Powell	6	1103.17	Mervyn Bleach
Q	1765.43	Chris Ternel	8	1881.13	Stuart Mann	5	1706.00	Tony Lee
Q	1740.50	Paul Gilbertson	8	1780.13	Eamon Keogh	5	1683.80	Jon Samuel
Q	1733.07	Phil Tutchings	8	1642.13	Ian Davidson	5	1256.20	George Hall
Q	1616.29	Jeff Barber	8	1589.00	Jeff Ellis	4	1898.50	Steve Rimmer
Q	1532.93	Mardi Ohannessian	8	1551.63	Ann Pocknell	4	1897.25	Alan Greenwood
13	1767.46	David Startin	8	1151.13	Paul Barwick	4	1894.00	Simonetta Herrera
13	1709.92	Paul Christmas	7	2037.86	Mike Heard	4	1804.50	Sue Keeble
13	1431.92	Rodney Lighton	7	1822.29	Ray Tannen	4	1678.50	Grahame Powell
13	1365.23	Ron Havenhand	7	1760.86	Lawrence Powell	4	1301.75	Miles Farren
12	1797.75	Julian Fetterlein	7	1701.86	Vicky Chandler	4	1192.00	Paul Learmount

Poker Grand Prix 2007

74	Paul Watts
68	Paul Gilbertson
63	Tony Fawcett
51	Myke Wignall
41	Paul Learmount
38	Tony Lee
36	Lawrence Powell
35	Rosey Bensley * joint
35	Eamon Keogh * joint

Qualifiers above this line

30	Matthew Franklin
30	Andy Bell
29	Paul Christmas
29	John Slattery
27	Ann Pocknell
26	Matty Gilbertson
25	Mark Dixon
24	Michelle Fisher
22	Mick Vacarey
20	Chris Gibbins

19	Shino
17	Philip Vischjager
16	Paul Van Dyke
16	Ian Shaw
16	Jeremy Limb
15	Tim Line
14	Luke Christmas
14	Steve Hallet
13	Andrew Sarjeant
12	David Horner
12	Jon Samuel
11	Zaklina
10	Ray Fard
10	Felix Vink
10	Roy Hollands
9	John Gilbertson
8	Rutger
8	Alison Lee
6	Crispin Duke
6	Mick Butterfield
6	Tom Duggan

5	Martin Hemming
5	Kevin White
4	Julian Minwalla
4	Martin Barkwill
2	Tim Wilkins
2	Simonetta Barone
1	Raj Jansari
1	Miles Farren

The prize fund is currently @ £483. At the Gilbertson UK Finals the top 8 GP players will play a special freezout tourney to determine the GP places, and their starting chips in this tourney will be proportionate to the number of GP points they accumulated during the year. Curreently, after six sessions the starting chip factor is equal to the GP points, this will alter (for some players) after a seventh session has been played.

Biba is pleased to announce a change of venue for 2008. The January, Bright 'n' Breezy tournament will be held at Brighton's oldest and most established hotel, the Paramount, Old Ship.



For the remainder of the year we return to the Paramount, Daventry Hotel. The hotel has undergone extensive refurbishment since our last visit, and over £2 million has been spent to turn it into a superb venue.

As part of our deal with Paramount Daventry, Biba has negotiated complimentary wi-fi in the playing rooms, plus the welcome return of the weekend prize for the Friday evening. In 2008, Friday nights will become 'must attend' nights: The Friday 500, plus the weekend free for the 500 winner! Also, accommodation at both hotels has been kept at the 2007 rate.

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

Single: 1 night £61, two nights £106 / Double or twin: 1 night £98, two nights £188

To book accommodation at either Paramount hotel, call 0870 1610 797 (9am to 9pm Monday to Friday, 10am to 6pm @ weekends) and quote 'backgammon'. Lines are open now!



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Cannes July 17th-22nd Palm Beach Casino

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de Divonne

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