

BIBAFAX

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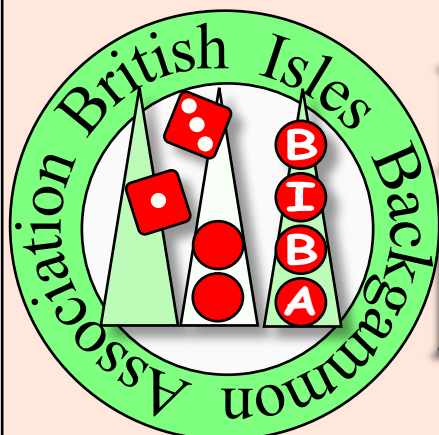
April

Magazine of the British Isles Backgammon Association

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Dedicated To Backgammon



**Grunty Gives
Advice**

A Late Bear-off Recube

By Sean Williams



Page 13

Page 6

World Backgammon Association Winners of the Year 2007

A report from Chiva Tafazzoli, Valletta, Malta



Page 16

Page 8

GARDEN - GAMMON

By Steve Schrieber

On the board again!

The tour has begun and is far from finishing. After the immense success of Cannes, the PartoucheGammon Tour (PGT) continues on its route to the Grand Finale at Divonne. Lyon (3rd-6th April 2008) then Paris (23rd-27th April 2008) for the third and fourth stages of the PGT. To go to one of the next stages of the PGT, PartoucheGammon is offering you a chance to qualify through the Satellite tournaments on our website. This is a golden opportunity not to be missed!

Once the PartoucheGammon Tour has begun, nothing and no one can stop it! Proof is in the second stage at Cannes which took place from the 14th to 17th February and was more successful than ever. 81 players (out of a total of 123 participants..) from all over the world, came to win precious points towards qualifying for the Grand Finale at Divonne. Record crowds turned up, including the very best players: Morten Holm, François Tardieu, Zoran Maric (who had the most points before the tournament), the 2006 World champion Philip Vischjager, winner of the last PGT Götz Hildsberg and the British John Clark, Andy Bell, Chris Ternel, Raj Jansari, Mike Heard and Mike Brian. Basically the best backgammon players in the whole world were brought together to give a great show. Cannes was also a success in terms of its organisation, due to the PartoucheGammon Tour team who, to the comfort of their players, always live up to their reputation of being meticulous, available and always smiling. That is why 81 players concentrated on their game and gave us great matches. In the end, Portuguese José Salema brilliantly triumphed. He not only won a cheque for 15,000 euros, but also 133 points which puts him in 1st place in the general PGT ranking. He has overtaken French François Tardieu and Zoran Maric, but the tour is far from finished!

Looking forward to Lyon and Paris...

As Cannes was such a success on all fronts, we are expecting the same success at Lyon and Paris for the next two stages of the PGT. Casino Lyon Vert will host the Lyon Backgammon Trophy 2 from the 3rd to 6th April and Hotel Lutetia will hold the Paris Master & Open 9 from the 23rd to 27th April. Two different settings and two prestigious tournaments are two more reasons to come along and accumulate lots of points to help you climb the general ranking. So don't hesitate to come and try your luck at the PGT 2008; a competition which is always full of surprises such as the performance of Bartolomeo Migliore. He is currently 15th in the general ranking, but it all started when he qualified over the internet and has since then had good performances against the best players in the world. This shows that there is hope for everyone. The satellite tournaments for the Lyon and Paris stages are available on www.partouchegammon.com But watch out, there are not enough places for everyone!

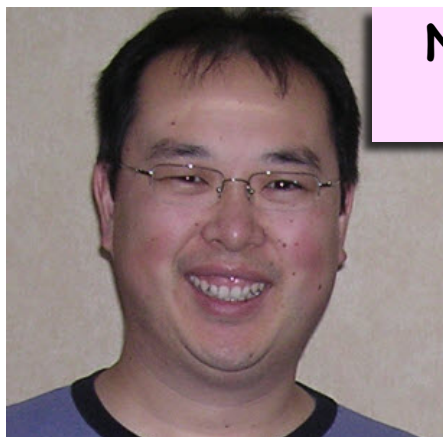
See the back page for Tour details.



From the top
Chris Ternel vs Uli Koch
John Clark vs Philip Vischjager
Götz Hildsberg vs Nodar Gagaa
Jose Salema vs Fernando Braconi

© Jan Jacobowitz/PartoucheGammon



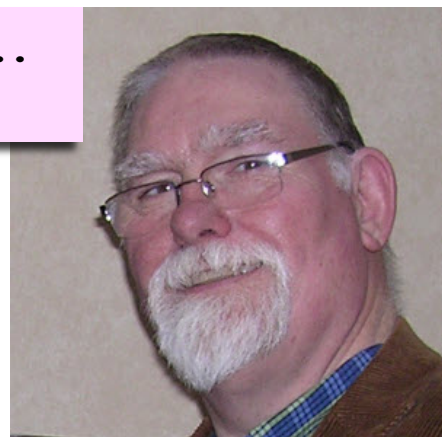


Tony

Nobody Remembers

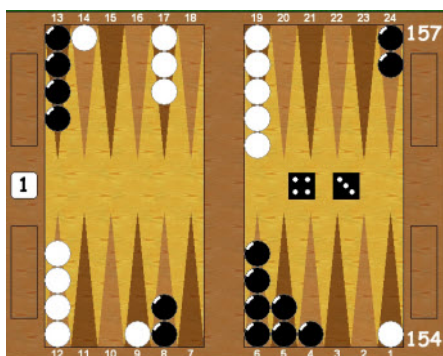
By Michael Crane

... who came second! During their match together at the Sandy Osborne, October last year, Tom Duggan and Tony Lee made several moves that were second best. Within this article I will be giving you Snowie's 1st, 2nd and 3rd move and it is your mission - should you accept it - to wheedle out the best move and the actual move. The match is to 11 points and Tom is playing as black. Solutions on the following page.



Tom

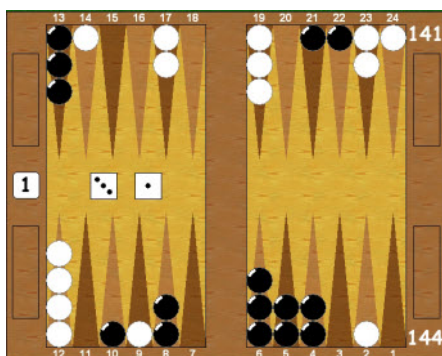
Position 01



Black 0 White 0
Black to play 43

13/9* 13/10
13/9* 24/21
13/9* 4/1*

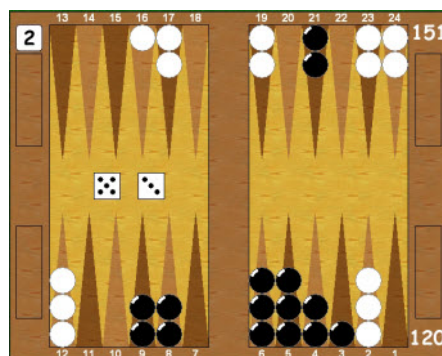
Position 02



Black 0 White 0
White to play 31

13/10 11/10
16/15* 11/8
16/15* 6/3*

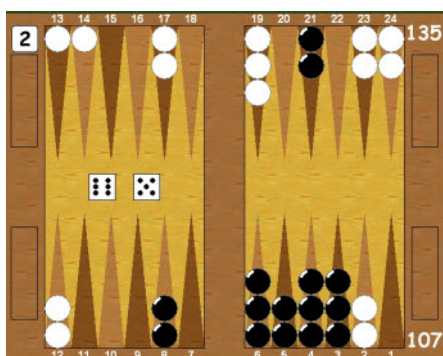
Position 03



Black 0 White 0
White to play 53

23/18 9/6
13/8 9/6
23/15

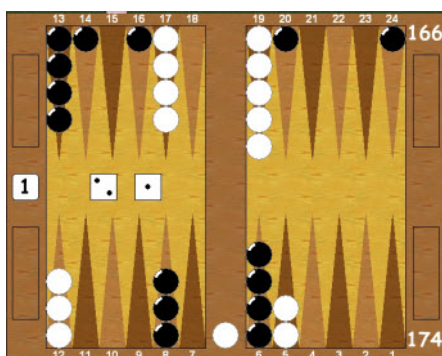
Position 04



Black 0 White 0
White to play 65

12/6 11/6
13/7 12/7
13/8 12/6

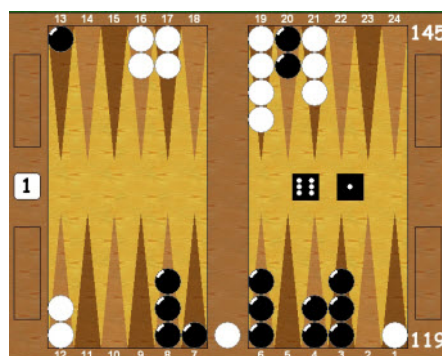
Position 5



Black 2 White 0
White to play 21

25/22
25/23 6/5*
25/24 13/11*

Position 6

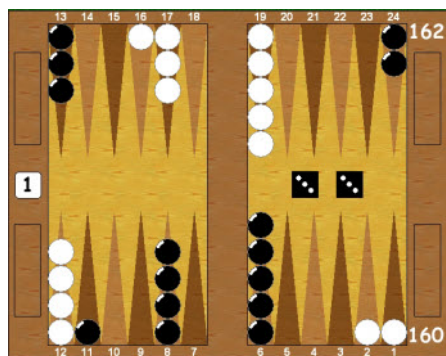


Black 6 White 0
Black to play 61

8/1*
13/7 8/7
8/2 3/2



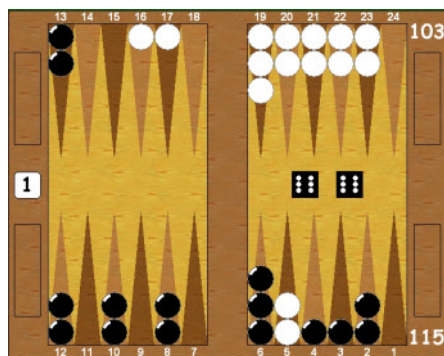
Position 7



Black 7 White 0
Black to play 33

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

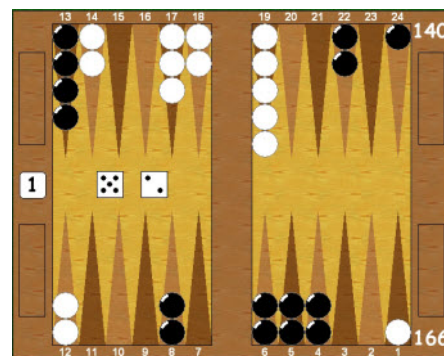
Position 08



Black 8 White 0
Black to play 66

13/7(2) 8/2(2)
13/7(2) 10/4(2)
13/7(2) 12/6(2)

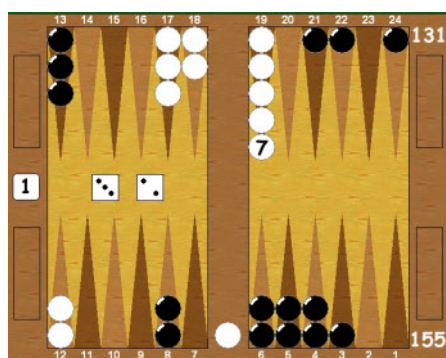
Position 9



Black 8 White 1
White to play 52

24/22 11/6
24/22 6/1*
13/8 13/11

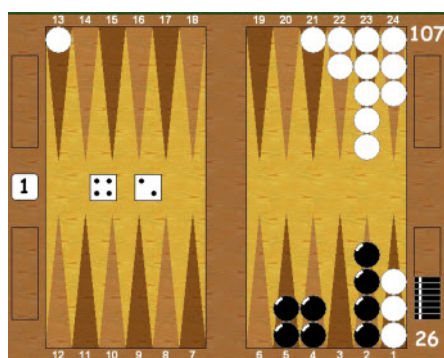
Position 10



Black 8 White 1
White to play 32

25/22* 6/4*
25/22* 8/6
25/23 6/3*

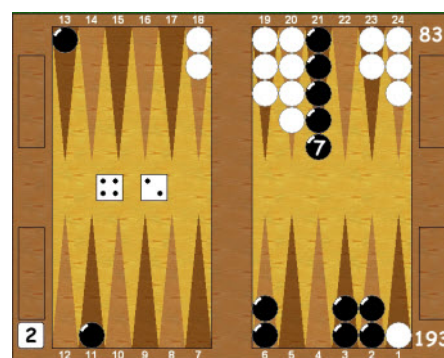
Position 11



Black 8 White 1
White to play 42

12/6
24/18
24/22 12/8

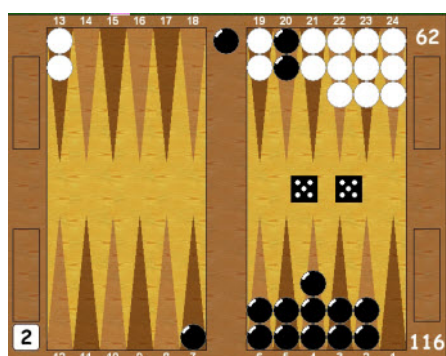
Position 12



Black 10 White 2
White to play 42 (Post Crawford)

7/3 7/5
24/18
24/20 5/3

Position 13



Black 10 White 6
Black to play 55 (Post Crawford)

25/5
25/20 20/15(2) 7/2
25/10 7/2

Answer 01

Clearly, hitting 13/9* is correct for it features in all three candidate moves, however, one of them is a blunder and another an error. First of all let's get rid of the blunder in 3rd place, 13/9* 13/10. This is a borderline blunder and leaves far too many blots on. The actual play splits from the 24-point and is an error; it leaves too many blots on and gives white plenty of chances to hit one. The best play is the double hit - which it often is, two in the air is often the correct play. White now has fewer shots at black and the 1s that hit won't be able to escape easily with black threatening to make his bar-point soon.

13/9* 4/1* 0.552
13/9* 24/21 0.456 -0.096
13/9* 13/10 0.434 -0.117

Answer 02

One of the first rules about moving pieces around the board is that there are no rules! I said above that two in the air is often correct - note the word 'often' as opposed to 'always'! This time it is a blunder to hit two checkers; the reason being it leaves two direct hits off the bar. Making the 10-point is the wimps' move and so we are left with 16/15* 11/8. It places the blot on the bar and adds a builder to the 8-point.

16/15 * 11/8 -0.795
16/15* 6/3* -0.929 -0.134
13/10 11/10 -1.000 -0.205

Continued on the next page ►

Answer 03

Ideally white wanted a 4, but he has to make do with a 53. Picking up the blot with 9/6 is an error with 23/18 and a larger one with 13/8. The latter is 3rd and fails to get a runner out and into the game, which is what white should be doing. The actual play with the 23/18 almost makes it but it should have gone the extra bit and gone 23/15. Moving 23/18 9/6 gives black too many chances to hit one or both of white's blots on black's side of the board. Running all the way cuts down the hitting rolls by a fair amount.

23/15	-0.577
23/18 9/6	-0.638 -0.061
13/8 9/6	-0.682 -0.105

Answer 04

The best play here is the obvious bar-point maker, 13/7 12/7; but white decides it's better to stack his 6-point with 12/6 11/6. Although it is tidy and risk free it is also non-threatening. In order to maintain his broken prime white needs 3s, 5s and 6s to get his runners running; therefore it makes sense to make the bar-point and thwart the use of 3s. The 3rd best, 13/8 12/6 doesn't actually do a lot compared to the other two moves, it gives black a few shots without getting anything in return and is thus a blunder whereas the actual play is merely an error.

13/7 12/7	-0.473
12/6 11/6	-0.519 -0.046
13/8 12/6	-0.610 -0.137

Answer 05

Neither player has a home board yet, although white does have the advanced anchor which is worth a good bit. Now white has to decide whether or not to let black have a free chance to make his own advanced anchor on white's 5-point. Because ownership of any of the 5-points is important the correct play here is to hit 25/23 6/5* and deny black easy access to it.

The actual play, 25/24 13/11* gives black too many chances to make the anchor and in the process further strips the mid-point. Simply 'running' 25/22 is too weak and gains nothing, although it and the actual move are errors and not blunders.

25/23 6/5*	0.153
25/24 13/11*	0.097 -0.057
25/22	0.088 -0.057

Answer 06

You already know that there are no rules when it comes to moving - and this clue might lead you to deduce that two in the air with 8/1* is wrong! It is, it's an error. There's not much to fear from white re-entering at the moment, in fact, it suits black very well if white were to anchor on his 2- or 1-points . . . especially if black plays 13/7 8/7 and blocks off his escape route. If that happens and white then rolls 6s he's likely to leave black a nice juicy blot. The actual play of 8/2 3/2 might allow white to use 6s for his back checkers and thus keep his three outer-board points intact.

13/7 8/7	0.818
8/2 3/2	0.775 -0.043
8/1*	0.725 -0.093

Answer 07

Usually, if it's possible it's correct to make your 5-point, and this roll isn't an exception, therefore this tactic rules out 24/21(2) 6/3(2); the 2-point is just too deep and the move becomes a blunder. It is the 6/3(2) part that makes it so, if instead the move was 8/5(2) then you'd have made the correct move. The actual move, making two home-board points looks good but it leaves the back checkers on the 24-point and they could soon see 6s removed as escaping rolls.

24/21(2) 8/5(2)	0.338
8/5(2) 6/3(2)	0.280 -0.058
24/21(2) 6/3(2)	0.219 -0.119

Answer 08

Well, certainly 13/7(2) is correct, but with what? Stacking the 2-point is a big blunder @ -0.231. The 8-point is needed for safe landing and must be retained. The same goes for retaining the 10-point (the actual move) - making the 4-point leaves the 12-point checkers just a tad too far from being safe. White has an excellent home-board and a bit of timing with two spare checkers, therefore it is prudent for black to shift off the 12-point and look towards it.

13/7(2) 12/6(2)	0.425
13/7(2) 10/4(2)	0.359 -0.066
13/7(2) 8/2(2)	0.194 -0.231

Answer 09

It's already a long way for the lone white runner to get to safety, and to abandon it with 13/8 13/11 is an error. The runner

has to get out as soon as possible and so 24/22 is correct; all we need to do now is work out which is the better 5: 6/1* or 11/6? Stacking the 6-point, which was white's move adds a 6th checker to the point and it too is an error; the best move here is the hit, 6/1*. Black has minimum return shots and white is now poised to escape his runner knowing full well that apart from 55 it is reasonably safe. If black does roll a 1 on re-entry it will give white the chance to make an anchor and help his timing.

24/22 6/1*	0.078
24/22 11/6	0.016 -0.061
13/8 13/11	-0.002 -0.079

Answer 10

OK, remember when I said that two in the air is 'usually' correct and then went on the say it wasn't? Well this time it is! Anything else is a big blunder. The actual play puts the 22-point blot on the bar but then white stacks an 8th checker on his 6-point! Tony is clearly heard to say on camera, "I'm considering an 8th," just before he does. Although hitting 6/3* takes off a checker from the 6-point, it is the wrong not to hit on the 22-point and is an even bigger blunder.

25/22* 6/4*	0.167
25/22* 8/6	-0.076 -0.244
25/23 6/3*	-0.188 -0.356

Answer 11

White's only chance to safe a gammon (and perhaps, with luck, win this game) is to get a hit. 6s, 5s and 4s - even should it occur. With this in mind the best move is 24/22 to get a double shot, and 12/8. The actual play 24/18 or 12/6 don't enhance white's winning chances at all.

24/22 12/8	-1.736
24/18	-1.789 -0.052
12/6	-1.827 -0.091

Answer 12

White needs to keep his very small 3-prime and therefore the back checker must be moved. This rules out the huge blunder play of 7/3 7/5. White must leave a blot somewhere and the best place to leave it with a chance of direct returns off the bar, therefore 24/20 5/3 is the best move. The actual play of 24/18 gives black hitting chances with fewer return hits for white.

See the next page ►

24/20 5/3 1.590
 24/18 1.494 -0.096
 7/3 7/5 1.205 -0.385

Answer 13

Black needs to maximise his hitting rolls should white roll a single 6 or 51 next roll. To do this he has to move from the

20-point and establish an anchor on the 15-point. Neither of the two remaining candidates will achieve this. The actual play of 25/5 is marginally better than its companion - but only just.

25/15(2) 7/2 -0.423
 25/5 -0.504 -0.080
 25/10 7/2 -0.512 -0.089

So, did you spot the best move? It's far easier sat at home with a nice cuppa than it is over the board. We can all be arm-chair experts, but doing it 'live' and under pressure is a lot tougher. Thanks to Tony & Tom for their part in this article. *This match is on the CD-ROM version of Bibafax and is available from Biba HQ.*

A Late Bear-off Recube

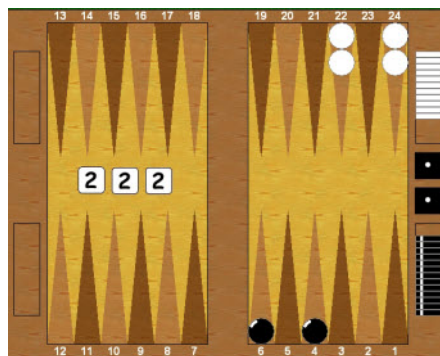
By Sean Williams

It was getting late at the RAC Club quarterly backgammon tournament. I had been knocked out of both the main and the consolation and was comforting myself with a glass or two of wine and a friendly £1 a point chouette.

Although the money being played for was not high, there is always a certain amount of pride at stake in these affairs. Ed, in the box, had put himself into a backgame that had gone spectacularly wrong. His home board was crunched, he had six men back and we had 3 left on the 2-point. A backgammon was a strong possibility. Unfortunately we left the double shot and a gleam came into Edward's eyes. I confidently voiced my opinion that Ed could not possibly hope to win from the position. First he needed to hit, then he needed to contain the hit checkers with a crunched home board, and even then we still had 13 men off.

It is unwise to gloat prematurely in backgammon. A lesson that was to be reinforced over the next 20 or so rolls as Ed repeatedly hit and slowly began salvaging his home board.

Smug primacy gave way to bemused concern which in turn metamorphosed into shocked disbelief as we reached this position:



White on roll cube decision?

Edward, sporting a diabolic smile, passed three cubes across the table. The Captain passed closely followed by the other team member. Their actions are psychologically understandable. We had just been on the receiving end of a series of rolls that would have made the Dalai Lama lose his composure.

None-the-less the short-term immediate past is not a reliable guide to the future. This is a very easy take and passing is an enormous blunder.

Black needs more than 25% winning chances to take. If White rolls any 2 other than 22 then he can only take one man off and he will have 3 checkers left. Black will have an immediate recube that White will have to pass. This turn of events happens 10 times in 36. White loses immediately in these scenarios. 10/36 is approximately equal to 28% and certainly greater than the 25% needed to take. Black will also win when White fails to get off in one shake and Black rolls a double greater than double 3 and in the vast majority of variations when White throws any 1 followed by a 21.

There are sufficient market losers to make the double absolutely correct though it is fairly close.

I took. Edward didn't roll an ace. I didn't roll a double. And Edward won the 4 points.

Such is backgammon.

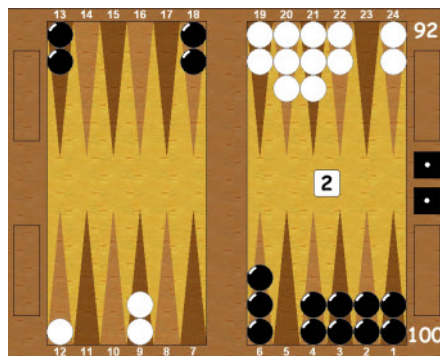
The Cube-WMD?

By Michael Crane

Perhaps the hardest thing to learn in backgammon is how to use the cube to its full potential and, more importantly, how to use it to *your* advantage.

All too often many players don't recognise the correct time to double or not to double. This then results in errors or blunders that can have far-reaching effects on a match. In the next column. White has previously rolled a 54 and run a checker from his mid-point, 13/4, and left black with a double-shot with 1s and 6s totalling 23 hitting numbers. For the moment let's put aside the fact that the

move was a blunder and that the correct play was 6/1 6/2 (or even 6/1 5/1) and concentrate on the possible cube action for black.



11 Point match
 Black 0 White 0
 Black cube action?

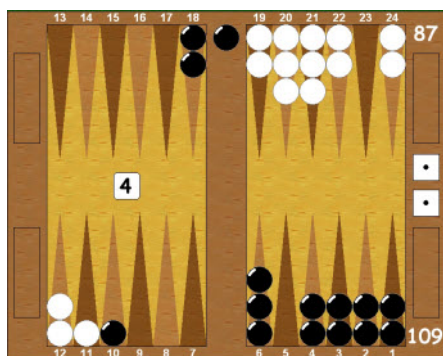
Both players have good home board points (white's is a bit better having the 2-point open as opposed to black's 5-point) and black is down 8 pips in the race - the average roll is 8 and a bit, so the race could be level after his next roll. Black has 23 hitting numbers and white has 11 re-entry numbers, some of which are likely to be hitting numbers. Snowie rollouts give white almost 40% game winning chances and this is quite enough to make this a No double/Take.

White takes and black has made a blunder @ -0.142, and has given white a 2-cube which could prove costly. However; black rolls 31 and hits, 13/10 13/12*. A good move which Snowie approves of, but one that leaves black an extra ▶

hitting roll of 55 off the bar. White rolls 53 and hits, 25/20 16/13*. Black's reply is a dancing roll of 43, and white is now at 87% including almost 57% gammons.

White rolls 63 and plays 20/14 16/13 and loses his chance of getting the second black checker and his gammon chances slip to 31% - 13/4 or 16/10 13/10 were better plays.

Black does a *Fred Astaire* with 64, remaining on the bar and we get to this position:



White cube action?

This is far too good to double. White, even without the second checker back, is

still on good game and gammon chances, 84% and 34%; and black is very happy to be dropping a 2-cube. White isn't under any threat at the moment and might never be. Playing on from here isn't going to cost him anything and, if or when it gets a bit dodgy, that would be the time to cash in the cube and take the two points.

If it was white's intention to re-cube then it would have made more sense (although it would still have been 'too good') to have done it after black's first dance. Had white waited a roll or two and had picked up the second blot he would have moved up to approx. 90% with 70% gammons!

I have seen too many players in tournaments holding the cube who seem to forget about their gammon chances and simply use the cube to cash in for a couple of points. Always remember, if you hold the cube, you control the game. If things don't go according to plan use it then to bully your opponent into either conceding else taking what might well be a dodgy take.

Ownership of the cube is a great advantage and giving it up lightly, as black did earlier and white did later, is plainly

wrong. It's all well and good to 'double someone in' but not when it's not a double in the first place or is too good and offers your opponent a chance to lose fewer points. Once the cube has been handed over to your opponent you have given them a club with which to beat you - be wary that it doesn't become a WMD, a weapon of mad doubling!





&



&



present

3rd Portuguese Open & Backgammon Davis Doubles

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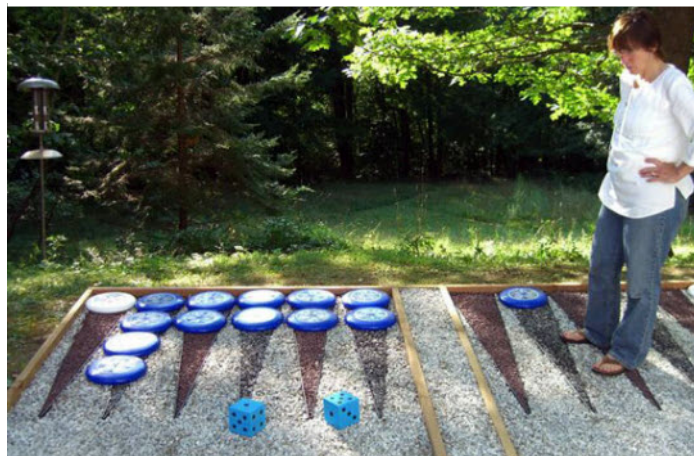
By Steve Schreiber



It's 12 foot x 12 foot playfield. The points and surface are three different colors of gravel. The checkers are Frisbees. I found 4" foam dice on the Internet: www.presentationresources.net/dice.html

And we use two 5 gallon buckets as the dice cups (one blue and one white). The doubling cube was constructed out of a square cardboard box.

In the first match, my wife jumped out to a 2-0 lead, but I rallied to win 3-2. It's really a fun way to play backgammon. And a chouette would be a real party!



The inspiration for this came from a trip we took to Switzerland in April. We were wandering around Zurich, and came across a group of people playing chess in Zurich (bottom right), on this large outdoor chess board. My wife made the leap to doing the same for a backgammon court, and I couldn't resist. It took me about 30 hours of work over several weekends but it was well worth it. So if you're a backgammon aficionado, think about beautifying your yard with Garden-Gammon. It's a great conversation starter and gives a whole new meaning to phrases like "Big Doubles" or "Huge Blunder."

This article is taken from www.chicagopoint.com/gardengammon.html and appears here with the permission of Bill Davis and Steve Schreiber.



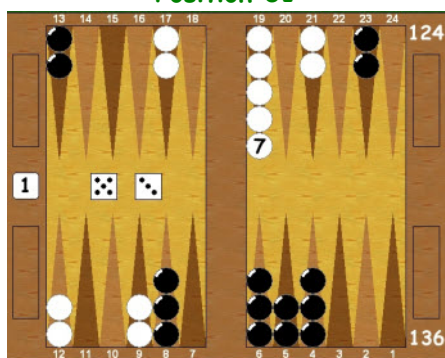
Do Two Wrongs Make a Right?

By Michael Crane

In this article, based upon the 2007, UK Finals, 7 point match between Mick Butterfield(l) and Peter Christmas (r), we look at two wrong moves and one right . . . to see if two wrongs make a right or not!



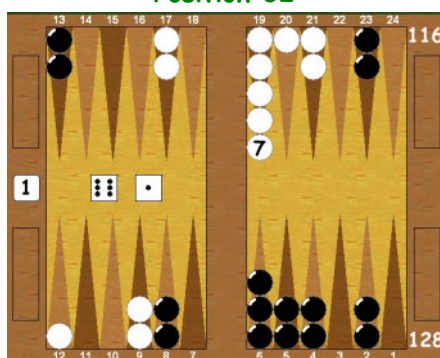
Position 01



Black 0 White 0
White to play 53

13/8 13/10
8/3 6/3
13/5

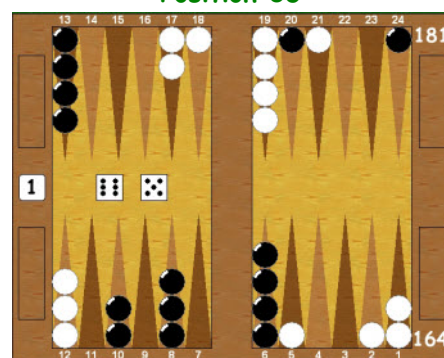
Position 02



Black 0 White 0
White to play 61

16/10 6/5
13/7 6/5
13/6

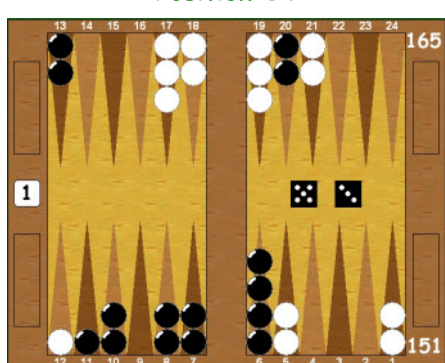
Position 03



Black 3 White 1
White to play 65

24/18 23/18
23/18 13/7
7/1* 6/1

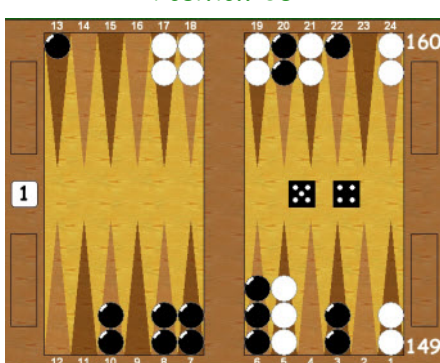
Position 04



Black 3 White 1
Black to play 53

13/8 13/10
13/10 11/6
20/12*

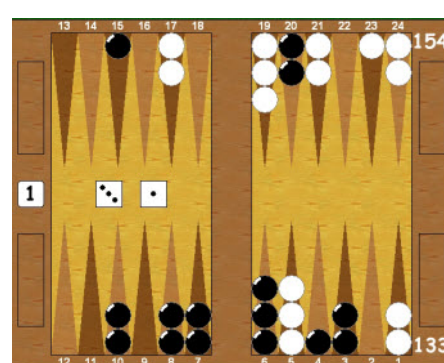
Position 05



Black 3 White 1
Black to play 54

20/15 20/16
20/16 13/8
13/4

Position 06



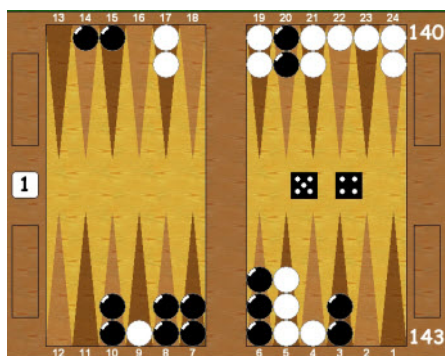
Black 3 White 1
White to play 31

24/21* 24/23
24/21* 21/20
6/2

In these 12 positions (see next page for 7 to 12) two candidate moves are wrong and one is right. You have to identify the right move in each position and then check your score at the end of the article. In the stats the gwc and gc are shown for the opponent, and the equity is for the move. The actual move is denoted thus: **A**.

Positions continued ►

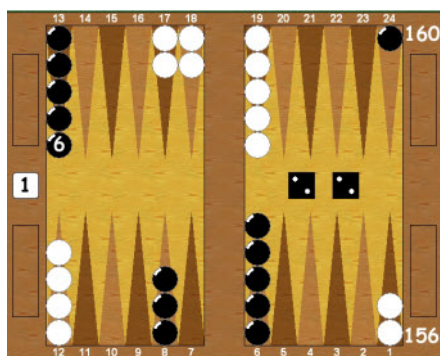
Position 07



Black 3 White 1
Black to play 54

20/15 20/16
15/10 14/10
14/9* 8/4*

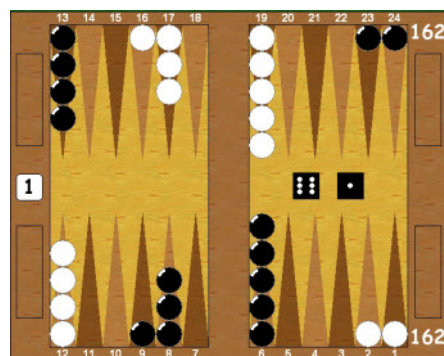
Position 08



Black 3 White 2
Black to play 22

13/11(2) 6/4(2)
24/22 13/11(3)
24/20 6/4(2)

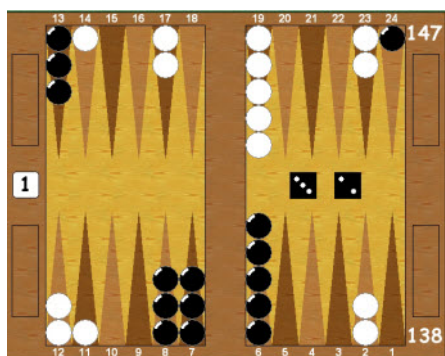
Position 09



Black 4 White 4
Black to play 61

8/2* 2/1*
13/7 8/7
23/16*

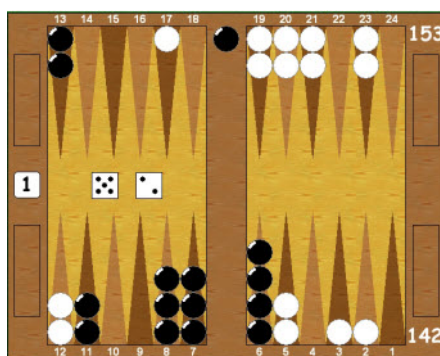
Position 10



Black 4 White 4
Black to play 32

24/21 13/11*
8/5 7/5
7/4 6/4

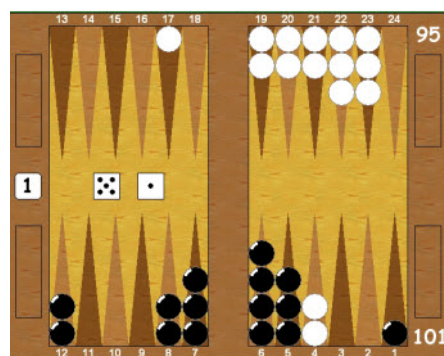
Position 11



Black 4 White 4
White to play 52

22/20 13/8
13/11 8/3
23/16

Position 12



Black 4 White 5
White to play 51

21/16 2/1
21/16 8/7
8/3 2/1

Position 01

Black has a decent home board with spare checkers enough to make another point, therefore leaving any sort of shot at the moment is going to be wrong. So, one 'wrong' is moving 13/5 and leaving two blots! Black would love to hit at this stage and, with two to go at, his gammon chances (gc) are at a high @ 23.1% with 13/5. Making the 3-point looks fairish to some, but leaving a direct 6 and allowing an easier escape of the back checkers at the same time is, of course, wrong! The 'right' is moving off the 13-point, leaving an indirect roll of 53 only and threatening the escape of black's runners.

Position 01	gwc %	gc %	-eqty
13/8 13/10	41.2	9.0	
16/11 16/13	41.1	9.7	-0.019
13/5 A	57.7	23.1	-0.642

Position 02

Forced into leaving a blot with the three choices, the best one to pick is the one that leaves just one blot, 13/7 6/5. It isn't just the fact that 6/5 is good, because 16/10 6/5 isn't good at all, in fact it is a very big blunder! Moving 13/7 instead of 16/10 leaves just 5s whereas 16/10 leaves 8s, 1s and 4s. And moving 13/6 is plain silly!

Position 02	gwc %	gc %	-eqty
13/7 6/5	41.3	11.1	
16/10 6/5 A	53.7	25.3	-0.523
13/6	54.2	18.9	-0.550

Position 03

White is in all sorts of trouble here and his choices are to cover his bar-point, or to point on his 1-point, or to make black's bar-point. Pointing looks attractive . . .

but in this instance it's an error. Black will easily re-enter and white would have made a useless 1-point and taken two checkers out of the game. Making the bar-point is good, except that the move also includes 23/18 - which is bad! Three blots isn't a good idea. The 'right' move is to make the 18-point. The two home-board white checkers can be recirculated and the 18-point is a strong blocking anchor for white.

Position 03	gwc %	gc %	-eqty
24/18 23/18	58.7	19.6	
7/1* 6/1	61.8	19.7	-0.089
23/18 13/7 A	60.4	22.8	-0.111

Position 04

White has left a blot on black's 12-point, and it would be rude not to hit it! Even without a home-board, black gives ➡

himself 17.9% gc by hitting. By contrast, the two remaining moves are both blunders. Clearing the mid-point is the 'better' of the two blunders, but it, and its partner 13/10 11/6, both leave the runners stranded. Leaving a blot for white to hit with a 1 is the worst of the 'wrongs'.

Position 04	gwc %	gc %	-eqty
20/12*	38.8	11.1	
13/8 13/10 A	41.1	7.9	-0.113
13/10 11/6	41.8	8.1	-0.139

Position 05

I'll jump straight in here and tell you the best move is to run with both checkers from the 20-point! Why? Well the only spare checker black has at the moment is that on the mid-point, and when he's moved it is likely that some of black's points will have to be broken; therefore moving the runners out now gives black good timing. Don't fret too much about the lone checker left in white's home board, he's OK - white has five checkers in black's home board, and they are more of a worry to white than hitting or pointing on the lone blot.

The two 'wrongs' are equal in their equity loss, but of the two, 20/16 13/8 does help black's timing..

Position 05	gwc %	gc %	-eqty
20/15 20/16	33.3	13.9	
20/16 13/8	36.8	14.7	-0.156
13/4 A	37.9	11.4	-0.156

Position 06

Let's get rid of the worst 'wrong' move, shall we? What is the point of making the 2-point when you are presented with the opportunity of a hit on black's 4-point? No point at all; it is a blunder. So, which hitting play is the better one? It's a question of flexibility: Playing onto the 20-point is very inflexible and simply piles checkers onto the point.

It is better here to move both checkers off the 24-point. One possible outcome of this move is that white may be able to establish an anchor on black's 4-point if his blot is hit. Even if black hits or points onto the two blots in his home board he might well have to break off his 10-, 8- or 7-points to do so; and because white has anchored on the *Golden Point*, he hasn't much to worry about.

Position 06	gwc %	gc %	-eqty
24/21* 24/23	66.0	18.8	
24/21* 21/20 A	67.7	18.5	-0.123
6/2	73.9	23.3	-0.337

Position 07

In Position 5 above it was correct to run both checkers out from the 20-point; so, is it the correct move now? No, it isn't! Even though white has two home board blots, teasing him by running out won't stop him hitting you. 20/15 20/16 is a big blunder. The next blunder is stacking onto the 10-point - it doesn't *do* anything. The 'right' move is the double hit, 14/9* 8/4*. It (nearly) doubles the gc from 12.5 (15/10 14/10) to 24.7. White's two blots just ask for this sort of play; attack and go for the gammon.

Position 07	gwc %	gc %	-eqty
14/9* 8/4*	30.2	10.0	
15/10 14/10 A	35.0	5.9	-0.199
20/15 20/16	33.7	10.5	-0.206

Position 08

The game has just started and it would be criminal not to play this as an opening 22, 13/11(2) 6/4(2). Moving 24/20 is playing into white's hands - he can now concentrate on making a few home board points at his leisure. Not making the 4-point and instead piling three on the 11-point is a complete waste of a home board point-making roll. Shame on you if you think *it* was the 'right' move.

Position 08	gwc %	gc %	-eqty
13/11(2) 6/4(2)	39.7	10.0	
24/20 6/4(2) A	43.4	11.6	-0.185
24/22 13/11(3)	43.7	12.4	-0.206

Position 09

It is always tempting to put two in the air, and this is an excellent roll for the job. The problem is, it's wrong, very wrong! White's going to get in easily and black has now a dead checker on his 1-point. It is always tempting to make the bar-point, and this is an excellent roll for the job. The problem is, it's wrong, quite wrong. White is poised to make his own bar-point, perhaps, or even his 5- or 4-point, and the roll of 61 is just the job to stop him doing anything good with his next roll. White could well anchor, but it's early days and hitting 23/16* is right, well right!

Position 09	gwc %	gc %	-eqty
23/16* _	44.4	12.7	
13/7 8/7 A	48.4	14.8	-0.183
8/2* 2/1*	51.4	15.8	-0.288

Position 10

Given the choice here of hitting or making a home board point, what would a good player do? Well, despite eventually winning the match, black is not a 'good'

player in this position. Why not? He failed to make the 5-point (or the 4-point) and instead elected to hit. Hitting lost a good amount of equity: 72.2% for the 5-point, 70.7% for the 4-point and just 66.4% for hitting. Sending back another white checker is just an annoyance to white; what would really pee him off is to make the escape of his runners more difficult.

The two point-making rolls are very close in equity, but the edge goes to the 5-point because it's always best to make your points in a row if possible - and the 5-point is the strongest point on the board.

Position 10	gwc %	gc %	-eqty
8/5 6/5	27.8	7.1	
7/4 6/4	29.3	7.6	-0.015
24/21 13/11* A	33.6	9.8	-0.184

Position 11

Slotting the 3-point and splitting off the mid-point is very aggressive. It puts black under pressure to roll a 3; and at the same time gives white 10s and 8s to cover the blot and make an excellent 5-prime. It is aggressive and a big blunder! It gains nothing in reality, but risks all. White is very inflexible at the moment and he needs to get a back checker out while black languishes on the bar. However, doing it 22/20 13/8 isn't the right way to go about it. The mid-point is preferable to the 8-point - it covers the outer board and threatens a black split from the black mid-point. The 'right' move here is the pure runner, 23/16. A little under pressure but well worth the timing it offers, plus it is in communication with the 22-point blot.

Position 11	gwc %	gc %	-eqty
23/16	45.4	7.5	
22/20 13/8 A	48.4	8.7	-0.130
13/11 8/3	52.3	13.2	-0.349

Position 12

White's best hope of winning this game is to get a hit; and the main weapon in his arsenal is the black blot on the 1-point. With this in mind running out is the 'right' move; but which of the two is the real 'right' move? Well 2/1 isn't it.

The whole idea of mixing it is to get a hit, and not to leave a direct return if you do. Ergo, 8/7 is right. It bears down on the 1-point either to make it else hit loose if black re-enters. Moving 8/3 2/1 gives black a roll in which to cover up his 1-point blot thus denying white some chances of a hit.



19th City of Venice International

in lots of pictures and a few words

By Fanika Petkovska



The City of Venice, also known as the world capital of art was hosting its 19th international backgammon tournament from November 29 to December 2, 2007. Although you can find art objects almost everywhere in Venice the biggest art object of all is The City itself. Built on 118 islands and founded by the Romans in 1st century with its numerous canals and churches makes it one of the most unusual and magic cities in the world.

The Tournament took place at *Ca' Vendramin Calergi*, the historical 1500 palace on the Grand Canal, also known as the oldest gaming house in the world, which hosts the glamorous Casino of Venice.

Adrian Jones, Peter Chan and me took a flight from Liverpool on Wednesday as we wanted to explore the city before the tournament starts. The hotels in Venice in November are very affordable (from €60 to €80) for a double room with breakfast.

All the tournaments were starting late in the afternoon, so we used the mornings to take some photos, explore the city and do some shopping. Although we had some crispy mornings and evenings, watching *Piazza St Marco* washed on the morning sun never seized to amaze me.

128 players from 19 countries registered for the tournament this year. The Main Championship with 52 players playing 13 point matches with 17 and 19 points for semi-finals and finals respectively. Intermediate with 32 players playing 11 point matches with 13 and 15 points for semi-finals and finals respectively. Amateur flight (or beginners) with 32 players playing 7 point matches with 9 and 11 points for semi-finals and finals respectively.

The UK backgammon scene was presented by its most *avant-garde* members: Me (Fanika), Peter Chan, Adrian Jones, Mick Vacarey, Dod Davies, Jo Davies (just watching, too scared to play in the ladies tournament), Lawrence Powell (who missed his consolation match with Adrian – too busy taking photos of Venice), John Hurst, Mike Heard and Rose (too happy to play).

On Friday night we all joined the 30 euro 'Kick off' tournament playing 3 point matches – with not much success.

Every night we were presented with a free drink voucher in the casino as well as 10 Euro free chips. We didn't have much luck there as well.

Continued on the next page ➤



Hot chocolate time



Mike Heard & John Hurst



Me, Jo & Rose

Position 12	gwc %	gc %	-eqty
21/16 8/7	58.0	6.4	
21/16 2/1	59.0	7.4	-0.093
8/3 2/1 A	59.6	5.2	-0.018



12	Is that you, Snowie?
13-20	Mick Butterfield
21-28	Peter Christmas
29-36	Is there anyone there?

So, do two wrongs make a right? Of course they don't! Scoring: Score 1 point for getting the 'right' move, and 2 or 3 for the 'wrong' moves depending upon their position.



Play65 Winner

Peter Chan won a place in the Championship flight by winning in the quarter-entries.

There was a double Davis European Championship tournament, set with its "Davis Formula". Similar to a tennis match (two single matches, a consultation match and then two more single matches). The winners were an Italian couple from Rome : Giuseppe Ricciardi & Piero Gallo who won against the German players, Uli Koch & Michael Schmidt. Both Ricciardi and Schmidt were part of the group of players who earned their participation to the tournament by winning a qualifier on the website Play65.

Adrian and Lawrence lost at their second game.

There were few side tournaments as well: Piergiorgio D'Ancona from Venice was very successful, winning both the Japan Open 2008 qualifier and the Estoril Open qualifier, the next coming event of the EBG 2008

Jack pots were organized from 50 Euro to 500 Euro. Nadar Gagua won The 500 Euro Jack pot.

There were series of 3 points knock-out tournaments known as UISP games. That will be in translation : backgammon for everybody. They were no money tournaments and anybody who has no game to play can join in. I was the overall winner.

The Ladies tournament saw 16 ladies competing for what I thought was the best trophy to be won. I did my best but lost at the first round.

And finally.

The mix of good, very good and not so good players, the very friendly atmosphere, the pompous grandeur of *Casino Di Venezia*, the variety of tournaments and Jackpots , made me and everybody I spoke to at the tournament to mark my diary for 2008. As next year is the tournament 20th birthday we were promised lots of surprises.

My best compliments go to Sr. Dario de Toffoli and his team.



Chiva 'helps'



The Winner - Damian Plesec

For more details and photos please go to www.studiogiochi.com/backgammon/cityofvenice07/



Playing Doublets

Perhaps many beginner and intermediate players aren't aware of the following considerations regarding the playing of doublets (duplicated dice). Since doublets offer many more choices for you to play (and err), they're an excellent benchmark to assess your own checker-play skill

progress. Once you find yourself consistently matching your doublet play with the top choice indicated by your analysis program (set at an expert or world-class level of course), you can be certain your whole checker play has reached a very strong level.

Let's review the steps in assessing a doublet play:

A: *Identifying your top priority goal in the current situation.*

B: *Identifying the first one (or two or three) out of the four checkers to move, that best fit your top goal.*

Here's when we have to identify all reasonable plays available, trying not to overlook any (obvious as it sounds...)

Always keep in mind that doublets don't need to be played in pairs, consider the moves one-at-a-time rather than paired.

So far, similar task as on a regular roll.

C: Once settled your top priority moves, you will *assess the most efficient use of the remaining moves.*

You use a similar approach, eventually considering a second-priority goal. This step is obviously specific to doublet rolls.

Like in regular rolls, the biggest mistakes in playing doublets are due to failing **A**. Erring here is like playing against your own benefit.

Second biggest mistakes are due to failing **B**. Erring here means that you ►

quite understood the requirements of the position but failed to choose the most effective play towards them.

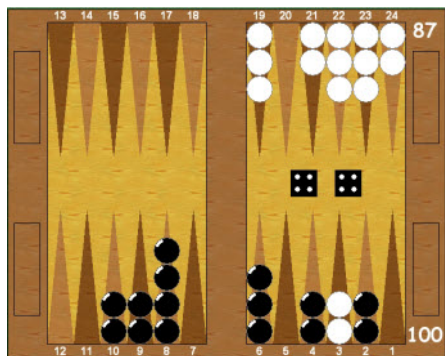
Mistakes at **C** aren't usually so costly but still can make a difference since they represent additional bonus being wasted.

I'm an expert player, yet I misplay doublets more often than I should. It's good practice to train yourself to optimally play doublets, because it will then be a lot easier for you to optimally play regular rolls. So, when reviewing your games, do pay a bit of a special attention to how you play doublets.

Now we're going to illustrate the steps described above with a couple of not very complex examples. They were taken from `rgb` (`rec.games.backgammon`, the `usenet` backgammon forum). Comments are based and elaborated upon those discussions.

In these examples, Black checkers move counter-clockwise (from 24-point towards 1-point). For the sake of simplicity, match scores and doubling cubes were removed, making the games 1-pointers. Coincidentally, in both examples Black has to play 44.

Position 1



A: *Identifying your top priority goal in the current situation.*

First of all, let's find out where we're standing in order to determine what kind of game we should be striving for. Let's assess the race:
Black = 100 - 16 = 84, White = 87.

After rolling 44, Black catches up and gets a bit ahead. Still the race gets close, so he may not be justified to go for a straightforward play if other options exist. He should rather keep pressure upon White's runners, thus trying to delay him in the race.

B: *Identifying the first checker(s) to*

move, that best fit your top goal.

In order to "keep pressure" you will have to choose between 10/6(2), 9/5(2) and 8/4(2).

- 8/4(2) doesn't seem to add any significance, so discard it as a first candidate.

Both remaining plays exert pressure in different ways:

- Static - 10/6(2) holds the physical blockade on the 9-point, thus blocking most sixes.

This looks logical but, how long will this blockade last? It's doomed to be dismantled in one or two turns. Meanwhile you're left with an awkward hole on your 5-point and a weakened board that will greatly diminish the effectiveness of a hit when White runs with one checker.

- Dynamic - 9/5(2) shifts from the 9- to the 5-point, thus strengthening the board.

This play enables (forces) White to run with one checker on a six, but this won't certainly be welcomed by the one left behind, under the gun. Okay, this creates the 66 joker, but White will get that chance soon anyway. Additionally, 9/5(2) fills in a gap for a smoother and safer bear-off. So 9/5(2) is clearly the play that best counters White's racing chances.

C: *most efficient use of the remaining moves.*

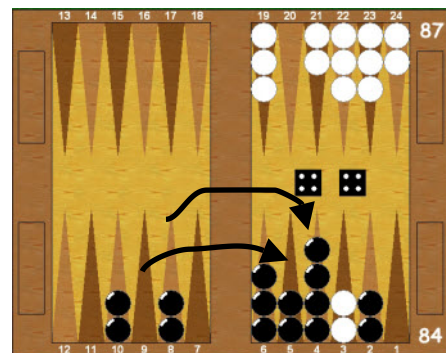
Now you consider:

- 10/6(2) straightforward
- 8/4(2) more pressure on White's runners
- 10/6 8/4 better flexibility to achieve a safer bear-in

(c) is quickly dismissed -- not worth leaving four shots (61 and 43) for just a little more flexibility.

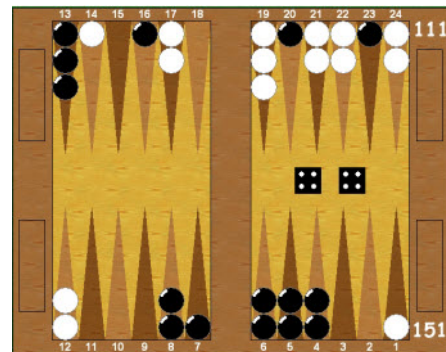
(a) doesn't improve towards the main goal -- pressure on White's runners . . .

. . . but (b) does! -- it adds aces as an additional attacking number.



So the strongest play is: 9/5(2) 8/4(2)!

Position 2



This may appear like a complex position, but on a closer look you will see that the real options aren't that many.

A: *Identifying your top priority goal in the current situation.*

What's your top priority goal here -- escaping? priming? attacking? NO -- just **surviving!** (four blots spread all over the board...) 

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Then, what would your second priority be (your winning plan)?

Let's assess the race:
Black = 151 - 16 = 135, O = 111.

After rolling 44, you're still trailing by a significant amount. This calls for a blocking (priming) game or, if this wasn't possible, attacking -- Anything but racing.

B: *Identifying the first checker(s) to move, that best fit your top goal.*

Whichever the game plan you could then adopt, it's pretty apparent that you have to achieve some degree of safety so you at least can think about your options in relative calmness.

You rolled this mediocre number. Hoping to make the bar point, instead you've now got to manage to put together Humpty-Dumpty. To worsen things, White's board is strong, and stronger than yours. All this screams for **20/16** as the very first and vital four to play.

C: *most efficient use of the remaining moves.*

In this example, the strategic part rests on the remaining moves, which should adhere to the second objective stated in **A**.

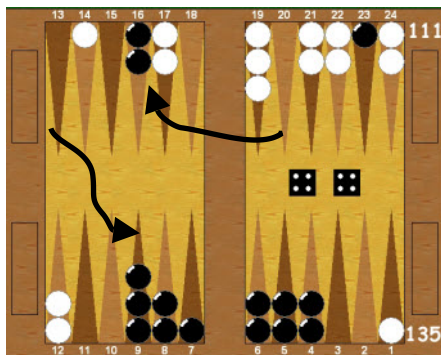
Since you're unable to prime White's straggler this turn, you've got to decide whether to play on for the prime or to attack. That is, to choose between 13/9(3) and 13/9 5/1*(2) or 13/1*.

- 5/1*(2) is plain awful! This trades an excellent blocking point for the worst one. Actually you're easing White's life, pushing him to enter on a much better point than the one he stands on right now. Discard.
- 13/1* at least follows to a reasonable idea -- trying to protect the slotted bar-point. Nonetheless, it creates another liability on the ace point.

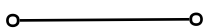
The problem with any attacking play lies in that White's board is much stronger than your own, turning any return hit into a potentially winning play. As a general principle, you're eager to attack when you have the stronger board, or when you have no option. Not the case here -- which leaves us with the last and only good prospect:

- 13/9(3), the cold-blooded play. It keeps hoping that the prime is the true

winning method. Should White miss the bar-point, you've got good chances to block the White straggler real hard. Even if getting hit the game isn't over, with some luck you could still enter making an anchor and resist from there.



So the best play is: **20/16 13/9(3)**.



Well, I hope you found this article helpful somehow, but wouldn't like to finish without the usual word of discouragement to the student-player.

Many (most?) times, the situation won't be as relatively-clear in its conclusions as it turned out to be in these examples. You will often be faced with conflicting factors, which overlapping each other could turn a "normal" advice around. Monsters like match score, cube value and position, gammon threat, can twist the advice towards a more bold or a more conservative decision than the pure basic concepts would lead to. I removed those features to keep these examples easy to understand.

The depicted method is just a logical skeleton. At least, it will help you guess why you blundered so badly on that doublet...

Good games ☆

Gruntz gruntingdwarf@yahoo.com

MC: This is, hopefully, the first in a series of articles by Gruntz. As he mentioned in the article, more of his 'work' and comments can be read on the newsgroup, rec.games.backgammon.

Jarvis Trophy Report by Michael Crane

The first Swiss of the year got off to a good start with a perfect entry of 32. This meant that the Main and the Consolation would each have 16 entrants . . . and an easy draw! I was helped at this event (and for, approximately, every alternate one) by Deena Fawcett. She, and Paul Gilbertson's girlfriend, Tracey, are to share the 'job' and it'll be Tracey's turn next month. Apart from having two delightful assistants I also now have two delightful poker organisers in the guise of Tony Fawcett and Paul Gilbertson!

Deena soon picked up the scoring and recording of the matches and it was her delight to notch up 3/3 for her lovely hubby, Tony, and his bessie mate, Paul Gilbertson in the Main. Also notching up a perfect Saturday score were Ed Turner and John Hedge. In the 4th Round, Tony was drawn against John, and Paul against Ed. Both Deena and Tracey were hoping for a Tony vs Paul 5th Round with both on 4/4; but this wasn't to be. Instead, John and Ed went head-to-head on 4/4 and Tony and Paul faced each other on 3/4.

John came out on top with 5/4 and Paul gained another win and he then faced John in the 6th Round. To my shame I forgot to record their match and so we can't see how John pulled it back from the brink. As can be seen in the photo on the next page he is trailing 10-4 Crawford; but he fought back valiantly to take the match 11-10, thus coming out of the encounter with 6/6. Paul's only 'consolation' was that John wasn't in the Winner-Takes-All prize fund and that there's a £255 rollover for the Biba International Championship next month!

Runner-up position in the Main went, eventually, to Ed who actually shared 5/6 with Chris Ternel. They hadn't met for a personal head-to-head, so shared opponents were compared, and it was here that Chris pointed out that he and Ed had both played Mick Vacarey, and that he (Chris) had lost whereas Ed had not!

In the **Consolation** we had two sharing 3/3, Marcus Wrinch and Paul Barwick. They hadn't met throughout the competition, nor did they share common opponents so the average ranking score of opponents were used, and it was Marcus who won by a narrow margin of 5 points!

Continued on page 18 ➡



World Backgammon Association Winners of the Year 2007

A report from Chiva Tafazzoli, Valletta, Malta



2007 was another great year.

The World Backgammon Association boosted its activities in promoting the game and expanding its activities to new countries and regions. New partners and alliances in emerging countries are added to the list and we welcomed representatives in Turkey, Greece, Romania, South Africa, Georgia and Russia.

WBA also helped to make the best ever TV-production in matters of backgammon happen, the "Crowns Cup". A 16 players, high-rollers challenge in Berlin (Germany), with 250,000 USD prize pool. 16 episodes were produced and successfully broadcasted.

But more importantly, the WBA started a new era with the first season of the prestigious European Backgammon Tour" (EBGT).



This Tour which truly is on a pan-European level, and not only focusing on one specific country, gathered 4 classics of the circuit under one umbrella with a unified ranking and a joint cooperation between the different organizers, directors and federations.

All tournaments of the EBGT had substantial added money, out of which 10% were taken out for the overall leading 3 players, according to the Masterpoint system (addition of all matches won in main, consolation and last chance rounds in the Masters divisions, according to the match lengths). 10,000 Euro were collected to crown the leading 3 players of the EBGT during the upcoming Portuguese Open (April 29th - May 4th) in Europe's biggest casino in Estoril.

The 4 stops of the EBGT paid out a total of over 600,000 USD in prize money to the winners, making it the richest Tour so far. Nearly 200 unique players from 28 nations participated, among them some of the finest players in the world such as Sander Lylloff (Denmark), Francois Tardieu (France), Matvey "Falafel" Natanzon (Israel), Masayuki "Mochi" Mochizuki (Japan), Peter Heitmüller (Germany) and Bob Wachtel (USA), just to name a few.

The race was close between Danish Thomas Jespersen and German Norbert Wiebusch for the pole position of the list and it went all the way until the last tournament in Venice to fix the overall victory for Thomas. But also a shooting star among the players made it to the top 3 with a tremendous streak of victories at the end of the season. Georgian Badri Tsertsevadze could score big by winning the French Open and the consolation of the City of Venice.



Bakuri (left) and his brother
Badri Tsertsevadze



Matvey "Falafel" Natanzon
(left) with Chiva Tafazzoli



Backgammon Giant Bob Wachtel



One of the world's finest
players, Francois Tardieu



Wonderboy" Sander Lylloff
(left) with Chiva Tafazzoli



Japanese clan: Kaneko, Abe and Masayuki Mochizuki "Mochi"



Peter Heitmüller
Badri Tsertsevadze



Thomas Jespersen
Norbert Wiebusch

But there is more to report - WBA is the only international body which keeps an ongoing Elo-rating list. All participants of the Masters division are automatically rated. Year for year, and this year also during the Portuguese Open, the "© Golden Cube", made of 18 carat gold and 112 diamonds, will be handed over to the leader who will pass it on to the next leader, etc. This symbolic trophy will remain with WBA and a special plate with the name of all winners will be produced.



There is more to come....

The EBGT - Season II will be held in 2008, and will pay out an estimated total of 1,000,000 USD, unifying 5 stops:

- Portuguese Open & Davis Doubles, Estoril, April 28th - May 4th
- Georgian open & Gogi Buki Memorial, Tbilisi, July 31st - August 5th
- Romanian Open, Bucharest, September 10th- 14th
- French Open & European Doubles Championships, Enghien-les-Bains (Paris), October 28th - November 2nd
- Venice International Tournament, Venice (Italy), November 27th - 30th

The winner of each stop will be granted a free seat at the next stop of the EBGT. Our congratulations to all the names figuring on the lists. We promise to continue our efforts with the utmost professionalism and integrity, to make backgammon the true winner among all games.

European Backgammon Tour 2007, Top 20

	Name	Country	Points
1	Thomas Jespersen	DK	268
2	Norbert Wiebusch	D	189
3	Badri Tsertsedavze	GEO	174
4	Alain Babillon	F	112
5	Michel Serrero	F	110
6	Georgy Balkandjiisky	BG	99
7	Hamza Nar	TR	97
8	Nodar Gagua	GEO	96
9	Sven-Olav Noren	S	96
10	Sergey Erokhin	RUS	91
11	Carlo Melzi	I	91
12	Giorgio Castellano	I	90
13	"Mochi" Mochizuki	JP	89
14	Rolf Nielsen	DK	88
15	Athanasios Lagopatis	GR	83
16	Timo Väättäin	SF	83
17	Alexis Vincent	F	81
18	Jean-Philippe Rohr	F	80
19	Sander Lylloff	DK	79
20	Damian Plesec	SLO	79

WBA Elo-Ranking 2007, Top 20

	Name	Country	Rating	Exp.
1	Thomas Jespersen	DK	1726.81	203
2	Badri Tsertsevadze	GEO	1721.60	102
3	Patrick Gaillard	F	1706.62	207
4	Bob Wachtel	USA	1667.39	237
5	Marcus Reinhard	D	1664.32	160
6	Jürgen Orlowski	D	1663.79	292
7	Artur Muradian	ARM	1661.22	350
8	Frank Talbot	USA	1656.82	118
9	Heimo Krainer	A	1656.59	245
10	Athanasios Lagopatis	GR	1656.45	159
11	Jean-Philippe Rohr	F	1651.15	183
12	"Mochi" Mochizuki	JP	1645.82	175
13	Patrick Didisheim	F	1641.39	93
14	Michael Brand	D	1640.64	55
15	Peter Heitmüller	D	1627.98	280
16	Alexis Vincent	F	1627.44	141
17	Jorge Figueiredo	P	1626.16	189
18	Norbert Wiebusch	D	1625.09	107
19	Ronald Reinhardt	D	1614.03	218
20	Andreas Humke	D	1613.34	391

◀ **Continued from Page 15 ...** Let's go back a bit in time . . . to the **Friday 500 (16)**. We kick-started the weekend with a perfect entry. The semi-finals saw two regulars, Rosey Bensley and Mardi Ohannessian and two new members, Vicky and Stewart Pemberton. Mardi took on Vicky and Rosey, Stewart. Mardi robbed the Pembertons of a cosy little final when he beat Vicky but Rosey failed to beat Stewart. Galvanised into action to avenge the defeat of Vicky, Stewart prevailed and won his first Biba event, and collected top points towards his (expected) attack of the 500 prize of £500.

And now we skip to Saturday night. There was a big surprise in the **Poker (10)** when Vicky (see above) played through to be the winner! Pauls Gilbertson and Watts were 2nd & 3rd, and then Crispin Duke sneaked in at 4th and relegated Myke (Mad Mullah) Wignall into 5th place.

The Team (9) wasn't as hectic as the one in Brighton, but it was still a lot of fun. Loads of shouting, heckling and 'advice' was heard from both sides of the board. It quieted down a tad when it got to a 'final' between me, vs John Hedge and Gerry Enslin. I got to a point in the match where I had a 5-prime home board with the 1-point open and occupying the 1- and 3-points on the other side of the board; when I was presented with a nice double-shot. After a little consideration I shipped across a 4-cube for the match. I figured if I hit the blot I'd lose my market so I did it. They too. I missed. They won! They didn't bother playing out the last match, they split the money and retired to the bar. I retired to bed.

And Peter Chan would like to report that he has (finally) got a cube right! Peter, playing as blue, is offered a 4-cube by Peter Christmas. Peter whips it up immediately and goes on to win a gammon and the match. Peter Christmas then went around telling all that would listen (very few!) that it was an outrageous take. But according to Snowie, it's a no-redouble/take! Peter Chan, Cube God!

The weekend went fairly well so far as the tournament was concerned, however, we had major problems with the restaurant (too long and complicated for this report). Suffice to say, the hotel have been informed and are looking into it, hopefully to ensure we don't get a repeat next month.



Pictures:
 Top - John & Paul, Crawford game
 Middle - Main, John & Ed
 Bottom - Consolation, Marcus & Paul

Before we go, it appears that some players have too much time on their hands. This is how Rachel Rhodes passed her time . . .



Internet Backgammon Database

Profiles of tournament players



Arda Findikoglu



Elliott Winslow



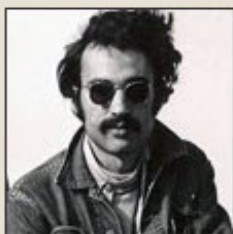
Jake Jacobs



Phil Simborg



Jay Bidal



Ric Gerace

Have you often wondered about some of the backgammon players whose names and faces you recognise? Have you always wanted to know a bit more about players whose names keep cropping up in tournament results?

Well, just for you, The Internet Backgammon Database has been set up to provide the information you've always sought but could never find.

The database is enormous and contains almost every single Biba member who has entered a backgammon tournament - and that amounts to almost 1000. Your name will be on there - and if it isn't then get it added @ www.ibgdb.com



Michael Crane



Tim Line



John Clark



Mike Heard



Marco Fornasir



Tom Duggan



Biba International Championships

Report by Michael Crane

Friday 500 (20)

Not a bad turnout for a Friday night. Twenty players sat down to fight it out for the Weekend Break first prize. Notable first round losers were Roy Hollands and Paul Gilbertson courtesy of Gerry Enslin and David Nathan respectively. Last month's winner, Stewart Pemberton started well with a win over Costas Costi . . . this took him into the last 16 . . . and here he stayed after losing to Rosey Bensley!

Rosey made it to the semis where she played Nigel Merrigan, and Myke Wignall played against Ralph Eskinazi - returning after a couple of years. Fortunately for Nigel and Myke, Rosey and Ralph lost and we ended up with Myke vs Nigel. Myke took a very early lead after winning a gammon on a 2-cube, and although Nigel fought back it was to no avail as Myke won the Friday 500 and the Weekend Prize. This was just the start of Myke's weekend wins, see later for more of them!

Main (45)

A good turnout for this new event, and, apart from a HUGE cock-up from me, it got off (eventually) to a good start. I made a mess of the draw . . . twice, and had to halt proceedings until I had sorted myself and the spreadsheet out. Eventually I managed it.

Two notable 1st Round losers were sponsor, Tom Duggan and Lawrence Powell, two matches in which an 8-cube featured (one of which starred Myke Wignall).

Slowly the Last 8 are filtered: Adrian Jones and Gerry Enslin, both of whom benefited from 1st Round byes. Ralph Eskinazi and Peter Bennet joined them a bit later. Jeff Barber became our fifth entrant after defeating Mick Butterfield. Then came Stewart Pemberton and the final two to join were Ray Tannen, and Myke Wignall (another BIG cube job - this time on David Nathan).

The draw: Ray Tannen vs Myke Wignall, Stewart Pemberton vs Jeff Barber, Adrian Jones vs Peter Bennet and Ralph Eskinazi vs Gerry Enslin.

It was at this point I got some bad news . . . all eight were in the Winner-Takes-All, which meant no Rollover this weekend!

Ray and Stewart emerged to play each other and Ralph and Peter made up the second semi-final. From these fixtures Ray and Ralph came out to meet in the final.

Now, before we go any further I have a confession to make - I haven't had a lot of success this year recording final matches: Last month (Feb.) I failed to record the match that John Hedge won his 6th match in; and now this month the recorder ran on battery power (after I failed to turn on the mains power!) and it ran out (unknown to everyone) when the score was at 9-4 to Ray. I will try to input what I do have into Snowie, but I make no promises.



Ray (top) and Ralph receive their trophies from Deena Fawcett

Anyway, the outcome of the match was that Ray came out the winner and Ralph the Runner-up.

Ray ended up with a bounty on his head (see the picture of 'Woody') after he stole it off Myke Wignall, and, because Ralph failed to stop him he took home a bounty of around £120 courtesy of Tom and Biba chipping into the bounty cashbox.



Consolation (41)

In the Consolation front runners from the non-prog side were: Tom Duggan, Nigel Merrigan, Fak Laight, ►

Costas Costi, Richard Holdness and Audis Aliens. Uldis finally took out Tom in the semi (and deprived him getting one of his own trophies) as he played into the final - and here he waited for the Progressive finalist.

From the progressive side, Chris Ternel, Mick Butterfield, Neil Everitt and Dorothy Lee battled it out between them. Dorothy cleaved her way through a clutch of higher ranked players including Chris Ternel and Adrian Jones (from the Main Last 8) to find herself in the Final facing Uldis.

Dorothy's friends from DailyGammon were following her progress online via the Biba Live Updates service, and they no doubt were rooting for her after her 7-0 victory over Adrian. I wonder, are all DailyGammoners of Dorothy's calibre? Having beaten Adrian 7-0 she then did the same to Uldis in the Final! Well done, Dorothy . . . and hard luck to Adrian and Uldis ;-)

Last Chance (32)

After 3.5 hours of play we were down to our four semi-finalists: Marcus Wrinch vs Mardi Ohannessian and Rachel Rhodes vs Michael Bennet.

Mardi prevailed and then he waited for either Rachel (an old hand) or Michael (a new hand. Michael and his dad, Larry joined Biba this weekend). Well, the 'new hand', made it and he now faced Mardi in the Final. What happened to Mardi? He ended up Runner-up to Michael! Mind you, Mardi's smiling - Michael wasn't in the pool.. but he's not too upset. He's won a trophy in his first ever Biba tournament . . . which is one more than dad!

3.32 (32)

Tom's called this element the 3.32: It's a 3-pointer with an entry of 32, which makes sense now!. Starting at 1230 we were down to three in the semis: Ed Turner vs Nicky Check, and Myke Wignall was waiting on the results between Tony Fawcett and his mate, Arthur Wright. Tony won and he and Myke played for the place opposite

Nicky who had beaten Ed. Myke made it and he sat down to play Nicky (who had recently refuelled on a plate of fish and chips). The fish and chips did the trick and Nicky came out the winner . . . and left Myke empty handed and empty-stomached!

Poker (16)

This weekend's TD was Paul Gilbertson and he had a nice two-table entry this weekend, which made his task a little easier; however, it didn't help him to great heights and he had to settle for 6th place. Fellow TD, Tony Fawcett faired a little better in 5th. 1st was Myke 'Mad Mullah' Wignall, 2nd was Vicky Pemberton (she was 1st last month), 3rd was Lawrence Powell and 4th, Ann Pocknell.

Team (8)

Not a big entry but at least it gave us a head-to-head final. My team - on two occasions - went 3-0 down to 5, to end up winning each match. In the Final it was down to Marcus Wrinch and me . . . an encounter from which me emerged the winner!

Finally

It was a satisfactory turnout with players from many different countries albeit domiciled in the UK. Perhaps next year we might be able to tempt a few genuine overseas players. I'd like to thank Tom for his generosity and sponsorship and the 44 other players who turned out to make the event a success. Oh, and I am sorry for the draw and the unfinished match recording!



Top: Uldis and Dorothy
Middle: Myke and Nicky
Bottom: Mardi and Michael

Friday 500 Positions - March

Last year's finalists, Myke Wignall and Rosey Bensley are making sure they keep in front of the field as they occupy the 1st and 2nd slots after 3 rounds.

33	Myke Wignall
33	Rosey Bensley
27	Nicky Check
27	Stewart Pemberton
25	Jeff Barber
20	Ed Turner
20	Paul Barwick
20	Mardi Ohannessian
19	Vicky Pemberton
19	Ray Tannen
19	Paul Watts
16	Nigel Merrigan
16	Tom Duggan

16	David Nathan
16	Martin Barkwill
14	John Hedge
<u>Top 16 Players above here</u>	
12	Ralph Eskinazi
11	Gerry Enslin
11	Arthur Wright
11	Paul Gilbertson
11	Tony Fawcett
9	Brian Metcalf
9	Ann Pocknell
7	John Reddington
7	Fak Laight
7	Tony Lee
7	Mike Ireland
7	Kevin Stebbing
7	Crispin Duke
7	Brian Lever
7	Andy Darby
4	Roy Hollands
4	Linda Taylor

4	Costas Costi
4	Sue Metcalf
4	Sue Keeble
4	Stephen Drake
4	Simon Barget
4	Rida Hassan
4	Richard Biddle
4	Ray Kershaw
4	Raj Jansari
4	Rachel Rhodes
4	Philip Vischjager
4	Peter Bennet
4	Paul Learmount
4	Michel Lamote
4	Marcus Wrinch
4	John Hurst
4	Irving Czechowicz
4	Geoff Conn
4	Dorothy Lee
4	Chris Ternel
4	Adrian Jones

Pts	Player	Ents
37	Myke Wignall	3
29	Tony Fawcett	3
19	Rosey Bensley	3
44	Vicky Pemberton	2
42	Lawrence Powell	2
37	Roy Hollands	2
34	Paul Gilbertson	2
34	Paul Watts	2
20	Crispin Duke	2
15	Stewart Pemberton	2
12	Mick Vacarey	2
32	Philip Vischjager	1
28	Paul Learmount	1
26	John Batty	1
24	Alison Lee	1
22	Tony Lee	1
20	Ann Pocknell	1

Pts	Player	Ents
14	Nigel Merrigan	1
14	Mo Vafaei	1
13	Jacky Hamilton	1
12	Ralph Eskinazi	1
12	Stephen Drake	1
10	Ray Fard	1
8	Kevin Stebbing	1
8	Rida Hassan	1
7	Steve Pettit	1
4	Michael Benett	1
4	Eamon Keogh	1
3	Mick Butterfield	1
3	John Hurst	1
2	Costas Costi	1
2	Andy Bell	1
1	Larry Bennett	1
1	Andy Darby	1

Poker Grand Prix - March

You can't keep a good poker player down; Myke Wignall, Tony Fawcett, Rosey Bensley, Lawrence Powell, Paul Gilbertson and Paul Watts all qualified for the Top 8 play-offs last year, and here they all are - in the Top 8!

However, things are a little different this year, the payouts are based upon a player's best five placings (more than five and better ones replace worse ones). Therefore, being No.1 is what each is aiming for.

So, what can the players in the Friday 500 and the Poker Grand Prix hope to win when they've completed the November events? Well, as the title implies, they can win £500 for being the winner of the 16 player play-off in the December, Friday 500; and the No.1 player following the November 500 event will pick up £100 for being at the top of the list.

In the Poker the Top Five players are paid out a percentage of the total pot after completion of the November event. Currently the pot stands at £284 and is paying: £113.60, £71.00, £56.80, £28.40, £14.20

Manchester Backgammon Club - One Day Backgammon Tournament

Manchester Bridge Club

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

www.lighton.btinternet.co.uk/backg.htm e-mail lighton@btinternet.com



**Grand Prix
Event**

Sunday 13 April 2008 (Please bring your own board if you have one)
*** pre-entry by 6 April essential, including payment of entry fee ***

Registration 9-30 to 10-30 Play starts 11 am prompt (finish about 11 pm)
Entry Fee £25 (£15 Juniors) NB: numbers limited to 64

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

Main Final 8 or 16 player knock out + Consolation Event 5 point knock out + Last Chance 3 point knock out + 1 point knock out event + Trophies - Prizes - Pools + Non-expert prizes + BIBA Grand Prix Points + Buffet & Bar + Main room non-smoking (smoking area available)

Cheque for £25 (£15) payable to R. Lighton.

Send to: 450, Parrs Wood Road, East Didsbury, Manchester M20 5GP

The 16th Irish Open Backgammon Championship 2008

Wynn's Hotel, Dublin - 24/25/26 October

Tournament Organizer : Liz Perry -- Tournament Director: David McNamara

Friday 24th: €200 Optional Jackpot starts 7.30 pm

Saturday 25th: Registration opens 11.00 am.

Play starts promptly at 12.00 noon. Consolation 1st Round at 3.00 pm
(If you are arriving late or your flight is delayed, call David on 087 9710 917)

Sunday 26th: Last 16 10.00 am

Last 16 10.00 am. Consolation continues 11.30 am. Last Chance starts at 1.00 pm

Scheduled finishing time: 6.00pm



**Grand Prix
Event**

Format: Knockout

Entry Fee: €40

(There will be optional €30 and €100 side-pools)

**BIBA 2008
UK FINALS
QUALIFIER**

Further Information - Liz Perry eperry@iol.ie 0035312985282, 00353872144270

Accommodation

Irish Tourist Board Reservation Service freephone number in the UK is 0800 7835740.

Wynn's Hotel 35 Lower Abbey Street +353 1 8745131.

The Townhouse is a guesthouse with a separate hostel. +353 1 8788808.

Introducing the Backgammon CD Clock

Isn't it time you made time for backgammon? With the new, Biba CD Clock on your wall or desk you will always have time for backgammon.

You can choose your own colours too. Pick the colours for everything you see - numbers, points, background, dice, even the hands on the clock (red, black, green, yellow, white orange, blue - subject to availability).



If you'd rather design your own clock face, then do so! All you have to do is send me a 'photo-ready' picture (tiff files are best, or low-loss jpegs). It must be 4.75" wide and 4.75" high, either square or round, it doesn't matter.

Costs: (excluding AA battery and postage & packing)	
From stock: £7.50	Custom colours: £8.00
Your own design: £10.00	Postage & Packing (UK) £2.50

All orders are dispatched upon receipt of payment - same day if paid via PayPal.

If you would prefer to pick up your new clock at a Biba tournament, orders will be ready for collection if placed by the Thursday of the weekend's event. Payment can be made by cheque payable to BIBA, or via PayPal on the Biba web site, or in cash at a Biba event.

Alteration to Biba Rules - March 2008

Following recent incidents and consultation with other TDs I have made an alteration to the Premature Action rule. I have clarified what constitutes a premature roll and its penalties.

4.6 Premature Action

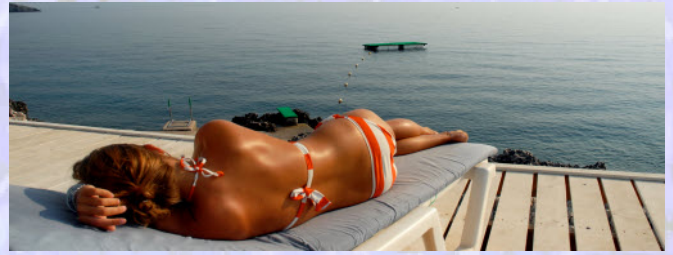
All completed premature actions (see below) shall stand or be re-rolled at the opponent's discretion. An opponent who has yet to complete his turn or act upon the cube, may then do so with the foreknowledge of the premature roller's dice throw or cube action.

- *If you premature roll and pick up your dice before any number was seen, you must roll again*
- *If one number was seen, the other die must be rolled*
- *If both numbers were seen, then the dice are replaced on the board with that number*
- *If cocked dice are prematurely rolled, then another roll must be completed and that roll is the premature roll*
- *Any premature handling of the cube or verbal references to doubling is deemed to be a cube action*

The most important point to remember is "All completed premature actions shall stand or be re-rolled at the opponent's discretion." This now penalises the premature roller who rolls a great number and doesn't really mind that their opponent can complete their turn knowing that they can't stop the good roll. If the non-offending player doesn't like the roll they can ask that it be re-rolled. Also note the cube reference - if you aren't cubing, say nothing and don't touch it!

The 7th Zakynthos Festival of Backgammon and Poker

June 19th – 26th 2008



The Peligoni Club is delighted to be hosting the 7th annual event with John Clark as the event director, John Leavey (who will also be giving daily tutorials) as Poker Director, and Gay Roberts as Chip Dolly.

Play takes place on the terraces of The Peligoni Club with breathtaking views over the Ionian Sea to Kefalonia. The restaurant serves brasserie type food and both the Rock Bar and the Driftwood Bar are open until the last guests go home. With the use of all the Club facilities and a wide choice of accommodation, players and their families are in for a fabulous week.

Backgammon

- Intermediate and Advanced Play
- Daily £50/75€ Backgammon Tournaments
- All tournaments will be 100% return
- Added Money TBA
- Multi-flight dependent on attendee levels with differing entry fees TBA

Poker

- Daily £20/30€ no limit Hold'em Poker
- Unlimited re-buys within 90 minutes
- Added Money TBA

All results will be recorded and lead to overall championships based on backgammon winning percentages, including consolations, and an overall aggregate for the finishing positions for poker.

Package Includes:

- Accommodation, Airport and Local Transfers
- Lunch and Dinner at the Peligoni Club
- Club Membership
- Prices (2007 level held!) £545 single £515 sharing.
- Private Villas and Luxury or Super Luxury accommodation also available. (Prices on demand)
- All the tournaments will be 100% return, & No Registration Fees for Guests.

There will be a £10/15€ registration fee for all Non-Guests per Tournament.



Enjoy Glamorous Backgammon and Poker in the true secret of the Mediterranean

Reservations and Registration

Website: www.peligoni.com

Telephone: 01243 511 499

E-Mail: fairlie@peligoni.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

Bath - sarah.alexander6@btinternet.com - Tuesday, 7pm
Birmingham - Dave Motley. 0121 4764099 davemotley@blueyonder.co.uk - Monday
Brighton - Ian Eiloart - <http://bbc.eiloart.com/>
Bristol - Ian Tarr, 0117-9556862 or 07940 284652, brismgammon@btinternet.com - Thursday
Broomfield (Kent) - Bob Bruce 01227 362181 or mobile 077745 12902 - Last Tuesdays
Coventry - Phil Tutchings - tutchingsp@aol.com Tel: 02476 44546 - Thursdays @ 8.00pm
Dublin - Brendan Burgess 603 0891. wildlife@indigo.ie - 2nd Mondays
Dunfermline - Graeme Campbell, 01383 738968. graeme.campbell@tiscali.co.uk - Wednesday
Eastbourne and Bexhill - John Thomas. Tel: 01424 219415 Email: info@ebbc.org.uk - Wednesday @ 8.00
East Malling - david_lettington@hotmail.com or 01732 870356 - Monday 7.30pm to 9.30pm
Exmouth - James Homer jim_homer@tiscali.co.uk Tel: 01395-227659 & 0777-277-8367 - Phone first
Glasgow - John Paul Vass 0141 587 0255, johnpaulv3@hotmail.com - 1st Tuesday @ 7pm
Halifax/West Yorkshire - Rachel Rhodes 07961 355433 dicewitch@yahoo.co.uk - Phone first
Herefordshire - Andy Robertson, 07989 345494 / 01981 240016 - Saturday, 6pm
Huddersfield - Rachel Rhodes 07961 355433 dicewitch@yahoo.co.uk - Tuesday
Lincoln - Michael Crane, 01522 829649, michael.a.crane@ntlworld.com - Tuesday from 19:30 to 23:00
Liverpool - Simon K Jones (0151 428 3082) vineries@btinternet.com - Last Fridays
London (Fox Reformed) - Robbie (020) 7254 5975, robbie.richards@fox-reformed.co.uk - Monday
London (Tric Trac Tournos) - MikeMadMonk 0207 3540595 - 1st Wednesday
London (Croydon) - 07737 735 556, croydonbackgammonclub@yahoo.co.uk - Thursday
London (Piccadilly) - backgammoninpiccadilly@googlemail.com - Monday
Manchester - Rodney Lighton 0161 445 5644 email lighton@btinternet.com - 1st & 3rd Tuesdays
Middlesex - 07989751717 or claudiatops@yahoo.co.uk - Monday
Nottingham - Conrad Cooper. conrad_cooper@excite.com ; 0115 9113281 - Monday @ 9pm
Perth - Steve Wallace. info@perthgammon.org.uk 01738 587574 - Tuesday, 7.30pm
Preston - Nigel Merrigan 01772 517672 acumen1@blueyonder.co.uk - 2nd & 4th Tuesdays
St Albans - John Ingamells john.ingamells@ntlworld.com - Tuesday 19.45 (for 20.00) to 23.30
Tyneside - Cal Pearson calpearson2000@yahoo.co.uk is hoping to set up a club in Newcastle. Call him!
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

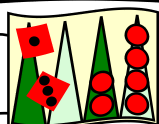
Where - Who - When

Forthcoming Events



Nicky Check's 'Birthday Boy' British Open 2008

Join Nicky Check, personal sponsor of the 2008, British Open, as he celebrates his 40th birthday, 4,5,6 April. Nicky is also giving £100 to the winner! The usual four elements are awaiting your entry, and the opportunity to enter a 'free' raffle for Friday night accommodation at the Paramount, English Open in June. To get your free raffle ticket just bring Nicky a birthday present (£5 to £10) - anonymity guaranteed!



Grand Prix
Event

BIBA 2008
UK FINALS
QUALIFIER

2008 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 @ Barceló (Formerly Paramount) Daventry

Reservations on 0870 1610 797

(9am to 9pm Monday to Friday, 10am to 6pm @ weekends) and quote 'backgammon'.

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

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

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

2008 Backgammon Calendar

Apr 4,5,6	Birthday Boy's British Open	GP UK	Daventry	Knockout
Apr 13	Manchester 1-Day	GP -	Manchester	Combination
May 2,3,4	County Cups Trophy	GP UK	Daventry	Swiss
Jun 6,7,8	Barceló English Open (Sponsored by PartoucheGammon)	GP -	Daventry	Knockout
Jul 4,5,6	Keren Di Bona Memorial	GP -	Daventry	Knockout
Jul ??	13 th Liverpool Open	GP -	Liverpool	Combination
Aug 1,2,3	SAC Trophy	GP UK	Daventry	Swiss
Aug ??	12 th Mind Sports Olympiad	GP -	tba	Swiss
Sep 5,6,7	Backpacker Backgammon Trophy	GP -	Daventry	Knockout
Oct 3,4,5	Sandy Osborne Memorial	GP -	Daventry	Knockout
Oct 24,25,26	16 th Irish Open	GP UK	Dublin	Swiss/Knockout
Oct 31, Nov 1,2	Townharbour Trophy	GP 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.

Forthcoming Events

2, 3, 4, May - County Cups Trophy

The second of our four Swiss format events and another UK Finals Qualifier event. 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, both Grand Prix and Ranking - and could well place you in the money!



**British Isles Backgammon Association
Partouche Gammon**

Present a Partouche Gammon Tour Super Satellite event

THE ENGLISH OPEN

6, 7, 8 June 2008

Barceló Daventry Hotel

Partouche Gammon are the sponsors of the inaugural tournament of this prestigious event. They have kindly donated superb prismic glass trophies and for the English Open winner, a seat at the Cannes PGT tournament (value €680), 15-20 July, 2008.

The event features the usual Biba elements, 11 point Main, 7 point Progressive Consolation, 5 point Last Chance, and in memory of Graham Powell, 'The Grammy' 3 pointer.

The weekend kicks off on the Friday with the Friday 500 and in addition to the backgammon there is Poker on the Saturday evening sponsored by Mark Dixon who is adding £100 prize money.

Tournament Results

Jarvis Trophy. 1, 2, 3 February, 2008

Main (16/32)		wins / gp	
1	John Hedge	6	24.77
2	Edwin Turner	5	17.55
3	Chris Ternel	5	14.97
4	Peter Chan	4	11.35
5	Tony Fawcett	4	12.39
6	Mick Vacarey	4	11.35
7	Kevin Stebbing	4	9.29
8	Gerry Enslin	4	9.29
9	Paul Gilbertson	4	12.39
10	Uldis Lapikens	4	10.84
11	Jonathan Powell	3	7.74
12	Ian Davidson	3	6.19
13	David Motley	3	6.19
14	Rachel Rhodes	3	7.74
15	Paul Watts	2	6.19
16	Vicky Chandler	2	6.19

Con (16/32)		con / wins / gp	
1	Marcus Wrinch	3/4	9.29
2	Paul Barwick	3/4	9.29
3	Mardi Ohannessian	2/3	6.19
4	Adrian Jones	2/3	6.19
5	Nicky Check	2/3	6.19
6	Stephen Drake	2/3	6.19
7	Myke Wignall	1/2	5.68
8	Paul Plumptre	1/2	4.13
9	Jeff Barber	1/1	2.58
10	Crispin Duke	1/2	5.68
11	Peter Christmas	1/2	5.68
12	Fak Laight	0/0	
*	Vicky Pemberton	0/0	
*	Stuart Pemberton	0/1	2.58
*	Jon Barnes	0/1	4.13
*	Rosey Bensley	0/0	
* Did not complete			

Friday 500 (16)	
1	Stewart Pemberton
2	Mardi Ohannessian
3&4	Rosey Bensley
3&4	Vicky Pemberton
5 to 8	Nicky Check
5 to 8	Jeff Barber
5 to 8	EdTurner
5 to 8	Myke Wignall

Poker (10)	
1	Vicky Pemberton
2	Paul Gilbertson
3	Paul Watts
4	Crispin Duke

Team (9)	
1	Gerry Enslin & John Hedge

Ranking Changes @ Jarvis:

New	Old								
1823	1843	Adrian Jones	1651	1620	Peter Chan	1468	1500	Stuart Pemberton	
1810	1845	Stephen Drake	1641	1647	David Motley	1458	1478	Crispin Duke	
1809	1834	Rachel Rhodes	1636	1634	Mardi Ohannessian	1453	1476	Paul Watts	
1776	1791	Nicky Check	1597	1509	John Hedge	1442	1500	Vicky Pemberton	
1757	1709	Chris Ternel	1595	1655	Jeff Barber	1430	1438	Myke Wignall	
1745	1717	Uldis Lapikens	1589	1625	Vicky Chandler	1414	1365	Paul Barwick	
1742	1723	Kevin Stebbing	1577	1587	Jon Barnes	1364	1416	Rosey Bensley	
1724	1776	Peter Christmas	1570	1541	Gerry Enslin	1360	1328	Jonathan Powell	
1709	1691	Paul Gilbertson	1549	1510	Tony Fawcett	1359	1307	Mick Vacarey	
1690	1640	Edwin Turner	1540	1507	Marcus Wrinch	1325	1396	Fak Laight	
			1525	1517	Ian Davidson				
			1490	1509	Paul Plumptre				

Biba International Championship 7, 8, 9 March, 2008

Main (45)	
1	Ray Tannen
2	Ralph Eskinazi
3&4	Stewart Pemberton
3&4	Peter Bennet
5to8	Myke Wignall
5to8	Jeff Barber
5to8	Adrian Jones
5to8	Gerry Enslin

3:32 (32)	
1	Nicky Check
2	Myke Wignall
3&4	Ed Turner
3&4	Tony Fawcett
5to8	Peter Chan
5to8	David Motley
5to8	Gerry Enslin
5to8	Arthur Wright

Team (8)	
1	Michael Crane

Grand Prix @ International:

24.77	Ray Tannen
13.42	Ralph Eskinazi
13.42	Stuart Pemberton
13.41	Dorothy Lee
13.41	Tom Duggan
9.29	Peter Bennet
9.29	Myke Wignall
9.28	Uldis Lapikens
9.28	John Reddington
9.27	Michael Bennett
6.19	Jeff Barber
6.19	David Nathan
6.19	Mick Butterfield
6.19	Chris Ternel
6.19	Gerry Enslin
6.19	Adrian Jones
6.19	Marcus Wrinch
6.18	Arthur Wright
6.17	Mardi Ohannessian
4.13	Peter Chan
4.13	Fak Laight
4.13	Edwin Turner
4.13	Ann Pocknell
4.13	Irving Czechowicz
4.13	Costas Costi

Consolation (41)	
1	Dorothy Lee
2	Uldis Lapikens
3&4	Tom Duggan
3&4	Adrian Jones
5to8	John Reddington
5to8	Fak Laight
5to8	Chris Ternel
5to8	Jeff Barber

Friday 500 (20)	
1	Myke Wignall
2	Nigel Merrigan
3&4	Rosey Bensley
3&4	Ralph Eskinazi
5to8	Nicky Check
5to8	Jeff Barber
5to8	Tom Duggan
5to8	David Nathan

Last Chance (32)	
1	Michael Bennett
2	Mardi Ohannessian
3&4	Marcus Wrinch
3&4	Rachel Rhodes
5to8	Crispin Duke
5to8	Ed Turner
5to8	Ann Pocknell
5to8	Jonathan Powell

Poker (16)	
1	Myke Wignall
2	Vicky Pemberton
3	Lawrence Powell
4	Ann Pocknell
5	Tony Fawcett
6	Paul Gilbertson
7	Nigel Merrigan
8	Ralph Eskinazi

4.13	Neil Everitt	1803	1814	Nigel Merrigan	1560	1589	Vicky Chandler	
4.12	Nigel Merrigan	1794	1809	Rachel Rhodes	1556	1540	Marcus Wrinch	
4.12	Crispin Duke	1787	1749	Ralph Eskinazi	1519	1549	Tony Fawcett	
4.11	Rachel Rhodes	1782	1794	David Nathan	1519	1500	Michael Bennett	
4.10	Nicky Check	1781	1757	Chris Ternel	1518	1468	Stuart Pemberton	
2.58	Paul Barwick	1771	1742	Peter Bennet	1516	1500	John Reddington	
2.58	Richard Holness	1768	1745	Uldis Lapikens	1510	1500	Neil Everitt	
2.57	Jonathan Powell	1752	1740	Tom Duggan	1502	1500	Costas Costi	
2.56	Tony Fawcett	1740	1776	Nicky Check	1496	1517	Irving Czechowicz	
2.06	David Motley	1718	1726	Ann Pocknell	1476	1473	Arthur Wright	
2.06	Paul Gilbertson	1713	1702	Mick Butterfield	1476	1500	Larry Bennet	
2.06	George Hall	1685	1709	Paul Gilbertson	1473	1483	Richard Holness	
2.06	Larry Bennet	1682	1690	Edwin Turner	1473	1500	Linda Taylor	
1.55	Lawrence Powell	1665	1702	Roy Hollands	1470	1430	Myke Wignall	
1.55	Rosey Bensley	1644	1636	Mardi Ohannessian	1461	1458	Crispin Duke	
1.55	Linda Taylor	1642	1651	Peter Chan	1445	1469	George Hall	
		1617	1641	David Motley	1416	1442	Vicky Pemberton	
<u>Ranking Changes @ International:</u>		1604	1595	Jeff Barber	1406	1414	Paul Barwick	
1910	1846	Ray Tannen	1575	1570	Gerry Enslin	1344	1325	Fak Laight
1909	1953	Lawrence Powell	1565	1577	Jon Barnes	1342	1360	Jonathan Powell
1835	1823	Adrian Jones	1562	1517	Dorothy Lee	1337	1364	Rosey Bensley

Grand Prix Championship March 2008

38.18	Ray Tannen	12.38	David Nathan	4.13	Fak Laight
32.00	Mark Heidenfeld	11.87	Paul Barwick	4.13	George Suilimirski
28.90	John Hedge	10.31	Jonathan Powell	4.13	Alastair Simpson
27.84	Edwin Turner	10.31	Irving Czechowicz	4.13	Christopher Baxter
26.29	Uldis Lapikens	10.30	Arthur Wright	4.13	Ray Fard
25.29	Chris Ternel	9.29	Raj Jansari	4.13	Nick Valley
25.26	Rachel Rhodes	9.29	Kevin Stebbing	4.13	Paul Learmount
21.67	Adrian Jones	9.29	Neil Davidson	4.13	Paul Plumptre
19.61	Marcus Wrinch	9.29	Howard Furr-Barton	4.13	Costas Costi
19.60	Tom Duggan	9.28	John Reddington	4.13	Neil Everitt
18.58	Roy Hollands	9.27	Michael Bennett	4.12	Nigel Merrigan
18.57	Bill Young	8.26	Jon Barnes	4.12	Martin Barkwill
18.56	Michel Lamote	8.26	Ann Pocknell	4.12	Eddie Barker
18.05	Gerry Enslin	8.25	David Motley	4.11	Simon Barget
17.53	Tony Fawcett	7.74	Peter Christmas	4.11	Mahmoud Jahanbani
17.03	Myke Wignall	7.74	Lawrence Powell	4.10	Brian Lever
16.00	Stuart Pemberton	7.74	Rosey Bensley	2.58	Chris Bray
15.98	Dorothy Lee	7.74	Paul Watts	2.58	Tony Lee
15.48	Peter Chan	6.19	Stuart Mann	2.58	Alistair Hogg
15.48	Mick Vacarey	6.19	Mick Butterfield	2.58	Tim Brown
15.48	Ian Davidson	6.19	Andrew Darby	2.58	Andrew Pogson
14.96	Jeff Barber	6.19	John Batty	2.58	Fanika Petkovska
14.94	Mardi Ohannessian	6.19	Vicky Chandler	2.58	Brian Metcalf
14.45	Paul Gilbertson	6.19	David Horner	2.58	Richard Holness
13.91	Crispin Duke	6.19	George Miltiadou	2.57	Eamon Keogh
13.42	Ralph Eskinazi	6.19	Walter Busato	2.56	Simon Morecroft
13.42	Mike Heard	6.18	Andy Bell	2.06	George Hall
13.42	Arthur Musgrove	6.18	Sue Keeble	2.06	Paul White
13.42	Raymond Kershaw	6.18	Jackie Griffiths	2.06	Simon Heath
13.42	Peter Bennet	6.18	Mike Ireland	2.06	Chris Reeves
13.42	David Barker	4.13	Paul Ramsey	2.06	Larry Bennet
13.41	Rida Hassan	4.13	Bob Young	1.55	Cliff Connick
13.40	Philip Virschjager	4.13	Malcolm Robertson	1.55	Geoff Conn
12.87	Nicky Check	4.13	Richard Biddle	1.55	Linda Taylor
12.38	Stephen Drake	4.13	John Hurst		

**BIBA 2008
UK FINALS
QUALIFIER**

The Pre-Qualifiers: The players on the right have qualified for the Gilbertson UK Finals in December. If you aren't one of them, win a qualifying tournament! Look for the logo for UK Finals events.

**Mark Heidenfeld
John Hedge
Ray Tannen**

Ranking Championship 2008

(played / points / player)

13	1727.31	Adrian Jones	5	1979.40	David Barker	1	1369.00	Tony Lee
12	1488.50	Jeff Barber	5	1852.00	Mike Heard	1	1317.00	Eddie Barker
11	1843.27	Chris Ternel	5	1821.40	Arthur Musgrove	1	1295.00	Tim Brown
11	1737.45	Marcus Wrinch	5	1106.60	Vicky Pemberton	1	1294.00	Richard Holness
11	1659.36	Myke Wignall	4	1952.25	Ralph Eskinazi	1	1233.00	Simon Barget
10	1713.20	Ed Turner	4	1866.25	Howard Furr-Barton	1	1229.00	Sue Metcalf
10	1689.10	Gerry Enslin	4	1856.00	Raj Jansari	1	1224.00	Jackie Griffiths
9	1608.22	Uldis Lapikens	4	1811.50	Neil Davidson	1	1223.00	Andrew Pogson
9	1592.56	Stewart Pemberton	4	1797.75	Rida Hassan	1	1207.00	Mike Ireland
9	1579.44	Stephen Drake	4	1578.00	Ann Pocknell	1	1203.00	Fanika Petkovska
9	1561.11	Mardi Ohannessian	4	1562.25	Tom Duggan	1	1202.00	Linda Taylor
9	1500.11	Rachel Rhodes	4	1518.50	Lawrence Powell	1	1144.00	Alexis Hogg
8	1876.13	John Hedge	3	1918.67	David Horner	1	1136.00	Cliff Connick
8	1796.63	Peter Chan	3	1854.00	Stuart Mann	1	1129.00	Geoff Conn
8	1730.75	Mick Vacarey	3	1826.33	George Miltiadou	1	1116.00	Tim Mooring
8	1660.63	Ian Davidson	3	1801.33	Mick Butterfield	1	1084.00	Sue Keeble
8	1642.63	Tony Fawcett	3	1779.00	John Batty	1	1084.00	Sidney Van Gelder
8	1602.00	Paul Barwick	3	1710.33	Andrew Darby	1	1058.00	Chris Bray
8	1445.88	Nicky Check	3	1697.67	Walter Busato	1	1040.00	Larry Bennett
8	1363.63	Crispin Duke	3	1451.67	Irving Czechowicz	1	1017.00	Michael Bennett
8	1253.50	Fak Laight	3	1309.33	Dorothy Lee	1	1017.00	George Hall
7	2031.29	Mark Heidenfeld	2	1876.00	Chris Baxter	1	1013.00	Al Hogg
7	1922.57	Ray Tannen	2	1818.50	Neil Everitt	1	1002.00	Michel Lamote
7	1806.57	Roy Hollands	2	1745.50	George Sulimirski	1	1000.00	Brian Lever
7	1641.00	Johnathan Powell	2	1719.50	Paul Ramsey	1	1000.00	Bill Young
7	1634.86	Paul Gilbertson	2	1710.50	Costas Costi	1	1000.00	Simon Morecroft
7	1549.29	David Motley	2	1684.50	Andy Bell	1	1000.00	Philip Vischjager
7	1361.29	Paul Watts	2	1661.00	Nick Valley	1	1000.00	Nigel Merrigan
7	1354.00	Rosey Bensley	2	1601.50	Alastair Simpson	1	985.00	Brian Metcalf
7	1353.29	Peter Christmas	2	1557.50	Ray Fard	1	985.00	Chris Reeves
7	1269.29	Vicky Chandler	2	1544.00	Bob Young	1	981.00	Paul White
6	1919.00	Peter Bennet	2	1529.00	John Hurst	1	980.00	Martin Barkwill
6	1793.00	David Nathan	2	1517.50	Paul Learmount	1	970.00	Jon Samuel
6	1777.67	Kevin Stebbing	2	1499.50	Richard Biddle	1	968.00	Eamon Keogh
6	1521.33	Jon Barnes	2	1492.50	Malcolm Robertson	1	968.00	John Reddington
6	1727.31	Paul Plumptre	2	1167.50	Arthur Wright	1	961.00	Mo Vafaei
5	1987.80	Ray Kershaw	1	1441.00	Simon Heath	1	789.00	Mahmoud Jahanbani

Adrian Jones is just one 11 point match away from qualifying (you have to play 14 or more). Once a player has played 14 x 11 point matches, worse scores are replaced by better scores, therefore the more 11 pointers you play, the better your chances of getting some of the money mentioned below. This is what makes Swiss Formats such good events: 6 x 11 pointers means greater Grand Prix and Ranking Championship opportunities, plus all Swiss events are UK Finals Qualifiers!

Grand Prix	Prize	Ranking
Ray Tannen	£116.90	Adrian Jones
Mark Heidenfeld	£83.50	Jeff Barber
John Hedge	£66.80	Chris Ternel
Ed Turner	£50.10	Marcus Wrinch
Uldis Lapikens	£33.40	Myke Wignall
Chris Ternel	£25.05	Ed Turner
Rachel Rhodes	£16.70	Gerry Enslin
Adrian Jones	£8.35	Uldis Lapikens
Marcus Wrinch	£8.35	Stewart Pemberton
Tom Duggan	£8.35	Stephen Drake
Fund totals: £825		

So far we have completed 3 of the 11 events that go towards the Championships and already Ed Turner, Uldis Lapikens, Chris Ternel, Adrian Jones and Marcus Wrinch all appear on both lists. Can they keep their positions and therefore a nice payout in Brighton next January, or will you replace them?

Don't forget, the more 11 point matches you play (and win) the greater your chances of starting the New Year off with a bit of spending money!

ARE YOU READY ?

500 000 euros*
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Grand BACKGAMMON Circuit - 2008

PARTOUCHE
GAMMON
TOUR



ÉDITION 2008

Win your seat

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www.partouchegammon.com

Cannes - Palm Beach Casino: February 14/17

Paris Master & Open 9: April 9/13

Lyon - Casino Le Lyon Vert: April 9/12

Juan-les-Pins - Eden Casino: May 29/June 01

Casino Forges-les-Eaux: June 19/22

Cannes - Palm Beach Casino - WSOB** : July 15/20

Pasino Aix-en-Provence: September 18/21

..... GRAND FINALE.....

Divonne-les-Bains - Casino Grand Domaine de Divonne: October 22/26

*More details on www.partouchegammon.com

**This stop is part of the World Series of Backgammon - www.worldseriesofbackgammon.com

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Information and early registration: **www.partouchegammon.com**