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ANN POCKNELL
2008 BRITISH
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IMPORTANT
Venue Changes
See page 25

PartoucheGammon Tour Grand Finale The Ultimate Challenge

As for the PartoucheGammon Tour edition 2007, the awesome Divonne-les-Bains casino will host from the 22nd to the 26th October 2008 the second PartoucheGammon Tour Grand Finale. And for its second edition, the Grand Finale is offering an amazing €150,000 prize pool!

What is the structure? How to take part? Here are the answers to all of your questions. PartoucheGammon Tour 2008 has been granted four more events than PGT 2007. Four more chances to win money (€50,000 prize pool minimum guaranteed per stop) and also get points to win the race for the best 32 players of the PGT ranking.

Each stop is a chance for any player to accumulate assiduity points (AP) and performances points (PP) towards his PGT ranking (visit www.partouchegammon.com for point system details).

The 32 best players of the PGT ranking, on the 22nd September 2008 will win a Grand Finale Package (value: €3,250) which includes the entry fee for the Finale and 5 nights at the Divonne Grand Hôtel ****.

The Grand Finale is a one division tournament with a €150,000 prize pool, and €100,000 for the PGT Edition 2008 Champion!

Thirty-two more players may join the Grand Finale through online qualifiers and Direct Entry.

Grand Finale package: www.partouchegammon.com

From July to October, online qualifiers will be open to registration on www.partouchegammon.com to win the Grand Finale Package. It will be a second chance to win your qualification for the most amazing event of 2008.

Not qualified? One more chance to take part!

Not qualified online or offline? Buy your Grand Finale Package (€3,250) at the Tournament desk and take a chance to succeed Götz Hildsberg, former PGT Grand Finale winner.



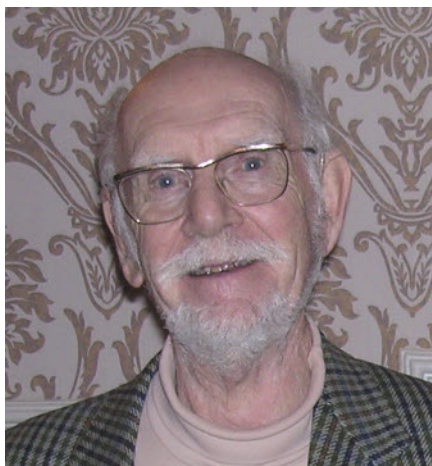
And don't forget that Divonne is also the first stop of the next PGT edition. The first chance to get points and enter in the top of the PGT2009 ranking!

See page 26 for the PartoucheGammon satellite event, The English Open.
And the last page for the remaining tour



Götz Hildsberg (above) and below with Morten Holm for the final title





10 to 10 @ Brighton

By Michael Crane

The content of this article is from the 2008, Bright 'n' Breezy Main final between Roy Hollands (L) and Mark Heidenfeld (r). In the match below, Roy is playing as black and Mark as white.



The outcome of this match won't be a surprise to the majority of readers, despite both players playing as 'advanced' according to Snowie, one of them didn't win a single game! Why was this? Well, it could have been down to good old fashioned luck! Snowie gave Roy a luck rating of -42.591 (which gives Mark, +42.591) - and this is a very high/low rating.

So, how does Snowie define 'luck'? The luck rate is defined as the sum of all the differences of equity of the best move for the rolled dice and the average equity of all the dice divided by the total number of moves. This number is then multiplied by 1000. If this number is positive it means that the rolled dice are above average and if the number is negative it means that the rolled dice is below average. Notice that the luck rate does not depend on the moves which have been really played, it only depends on the rolled dice.

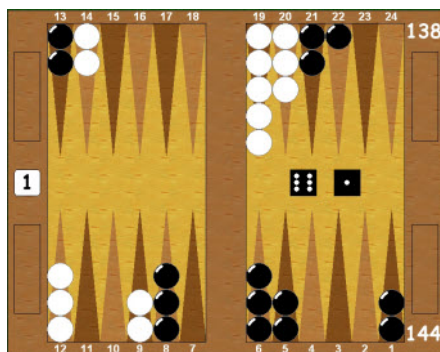
During the match both players had equal stats on errors/blunders, 10 errors and 5 blunders. Roy's error rate was lower than Mark's @ 6.176 to 7.695.

11 point match Game 1

Roy (b) : 0

Mark (w) : 0

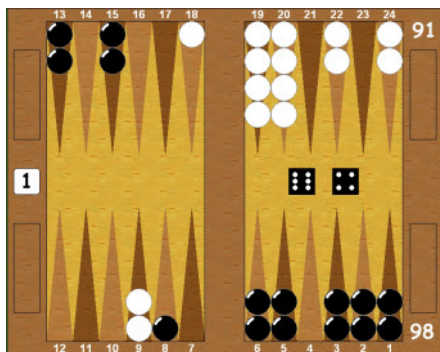
01) 41: 13/9 24/23	53: 24/16*
02) 54: 25/20 13/9*	31: 25/22 6/5*
03) 61: 25/24 9/3*	61: 25/18
04) 42: 24/20* 3/1*	33: 25/22(2) 8/5*(2)
05) 32: 25/22 24/22	62: 22/16 18/16
06) 43: 8/1	63: 22/16 8/5
07) 11: 22/21(2) 6/5(2)	52: 16/11 13/11
08) 51: 13/8 23/22	61: 13/6



Black 0 White 0
Black to play 61

This is as close to an error as you can get, -0.030, and you get it by playing 22/21 8/2. Playing to the 2-point is what makes it an error. It plays past points that need making before the 2-point, and therefore, to make the better, higher points first the best play is 22/16 8/7. The 22-point runner isn't under much of a threat at the moment and safetying it on the 21-point leaves just one obvious 6 . . . and the error.

09) 61: 8/2 22/21	52: 6/1 13/11
10) 66: 21/15(3) 8/2	66: 13/7(2) 11/5 7/1
11) 64: 15/5	42: 7/3 5/3
12) 32: 6/3 5/3	64: 11/5 11/7



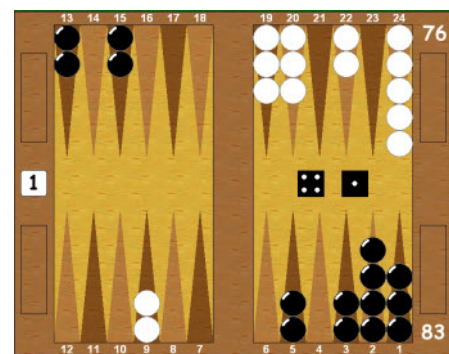
Black 0 White 0
Black to play 64

Roy's second position launches him into blunder territory with -0.136 by playing 8/2 5/1. All this achieves is the destruc-

tion of his five home-points reducing them to four. Now that he's opened his 5-point any chance of a hit will be greatly devalued if he is unable to cover or safety it.

With white having two open points at the moment the best move is to move off the mid-point with 13/7 now, before white makes good use of his three spare checkers and makes his 4-, or 2-point. The 4 is then slotted, 8/4, and the opportunity to build a closed home board. Although the best move leaves direct 4s to hit, black has twenty re-entry rolls and a real possibility of knocking back a white checker.

13) 64: 8/2 5/1	66: 7/1
14) 41: 6/2 6/5	54: 6/1 5/1

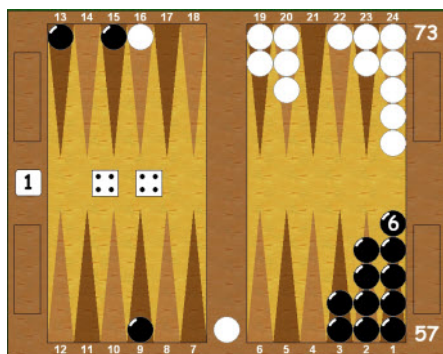


Black 0 White 0
Black to play 41

What a dilemma! Lose another home board point or move 13/8 and leave a shot? Well, leaving a shot is Snowie's choice! Again, direct 4s hit, but there are still opportunities for re-entry and hit-back rolls. The actual play of 5/1 2/1 is -0.107, not quite a blunder, but a very big error.

15) 41: 5/1 2/1	41: 6/2 3/2
16) 54: 13/4	61: 16/9
17) 33: 15/12 12/9*	5/2 4/1

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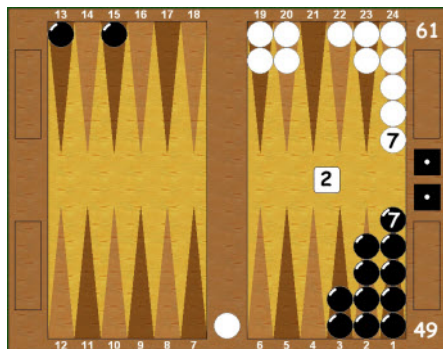


Black 0 White 0
White to play 44

Mark joins us with his first position and it's a biggie @ -0.390! He plays 25/21 9/1 5/1 leaving the lone runner lurking and hoping for a hit. After playing the 44 the race will be even, and therefore there's not a lot to be gained by leaving a checker fifteen pips from home.

The best play is the pure racing move of 25/9. It's probably best rationalised by looking at cross-overs to bearoff: White needs $2 + 15 = 17$ (1 fewer than running from the 21-point). Black needs $5 + 15 = 20$. This gap of 3 crossovers will cushion white against 4s (if he actually rolls any) and gives him a $1\frac{1}{2}$ roll lead.

44: 25/21 9/1 5/1
18) 53: 9/4* 4/1 21: Dances



Black 0 White 0
Black cube action?

White's strategy of hanging back hoping for a hit has backfired somewhat! He's on the bar after dancing with a joker 21, and because there's hardly a chance of a gammon this is a double/take position. Black has to double here, he's 72.5% favourite; and white has to take because he's got 27.5%. Roy makes an error here and doesn't cube resulting in -0.076.

19) 55: 15/5 13/3 65: 25/20* 20/14
20) 44: 25/9 66: 14/2 6/0 6/0
21) 65: 9/3 3/0 54: 5/0 5/1
22) 61: 3/0 1/0 11: 1/0 1/0 1/0 1/0
23) 42: 3/0 2/0 Doubles to 2

24) Drops

Mark Wins 1 point

Game 2

Roy (b) : 0

01) 42: 8/4 6/4

02) 54: 13/8 24/20

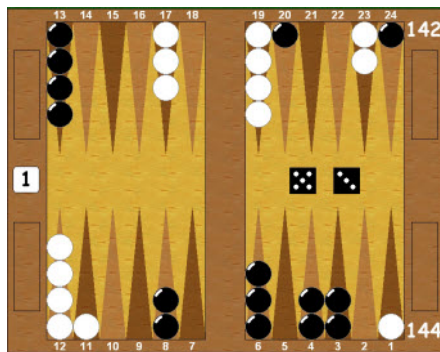
03) 53: 8/3 6/3

Mark (w) : 1

64: 8/2 6/2

32: 13/8

64: 24/14

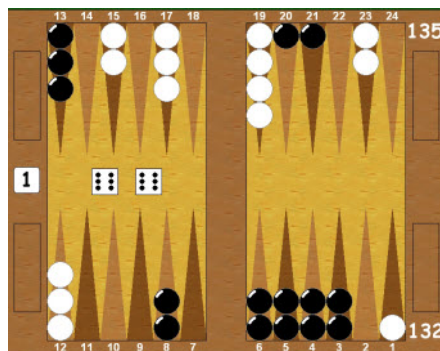


Black 0 White 1
Black to play 53

At the moment white is open to attack with the blot on black's 11-point, however, black's roll of 53 misses it. Black plays 24/21 13/8 and earns a blunder @ -0.134. This is far too passive and puts no pressure on white at all, in fact white is probably pleased to see the 24-point blot moved up allowing him to play 5s off his laden 6-point.

Because white has a blot on the black 11-point and because white has an inferior home board, black should be hitting here 6/1*, and then bringing down another builder, 13/10. Although the odds of white re-entering are good at 75%, hitting now gives black a few chances to send a second checker back and greatly increasing his gammon chances.

04) 53: 13/8 24/21 43: 14/10 13/10
05) 31: 8/5 6/5



Black 0 White 1
White to play 66

Both white and Snowie agree on three of the 6s, 10/4*(2) and 24/18; however they disagree with the final move. Snowie keeps just the one blot on and plays safely, 8/2. The actual play of leaving a sec-

ond blot on results in a blunder @ -0.148.

Although white might be keen to make another point and keep black in the air, leaving the second blot increases the chances of being hit back off the bar from 33.33% to 55.55%, an increase that makes it a blunder.

66: 24/18 13/7 10/4* (2)
06) 62: Dances Doubles to 2
07) Drops Mark wins 1 point

Game 3

Roy (b) : 0

01) 51: 13/8 24/23

02) 55: 23/13 8/3(2)

03) 43: 24/20 6/3

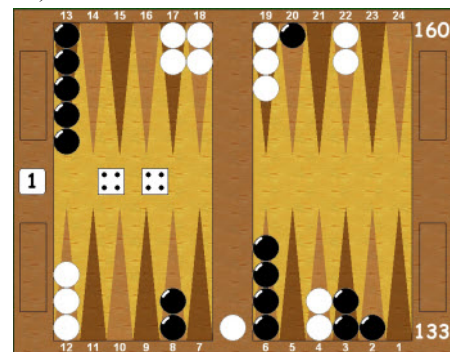
04) 51: 25/20* 3/2

Mark (w) : 2

33: 24/21(2) 6/3(2)

51: 13/7

63: 13/7 8/5*



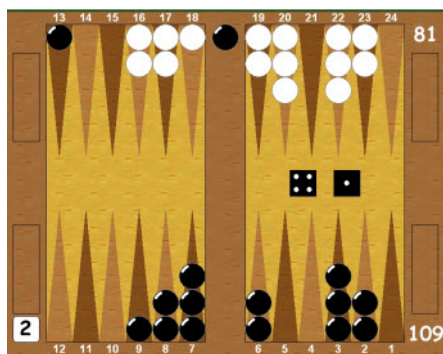
Black 0 White 2
White to play 44

Does Mark have a problem with playing doubles? This is his third position and his third double (his second 44)! This time the blunder is less than his first 44 blunder, but @ -0.212 it's pretty big. Just like the position previous to this, white and Snowie agree on $\frac{3}{4}$ of the move: 25/21 13/9(2).

Where they part company is that white moves another from his mid-point and Snowie hits 9/5*. Even though Snowie has left himself with three blots, one of which is direct, he hasn't much to fear from attacking, in fact he has a lot to gain. Another blot sent back will enable him to remain ensconced on the 21-point anchor for a bit longer while black lessens his mid-point.

44: 25/21 13/9(3)
05) 61: 20/13 64: 21/11
06) 63: 13/7 6/3 63: 21/15 21/18*
07) 42: 25/23 6/2 Doubles to 2
08) Takes 41: 18/14 15/14
09) 61: 13/7 8/7 33: 14/11(2) 11/8 9/6
10) 54: 13/8 13/9 64: 8/2* 6/2
11) 65: 25/20 13/7 62: 11/5* 7/5
12) 53: Dances 63: 11/5 6/3

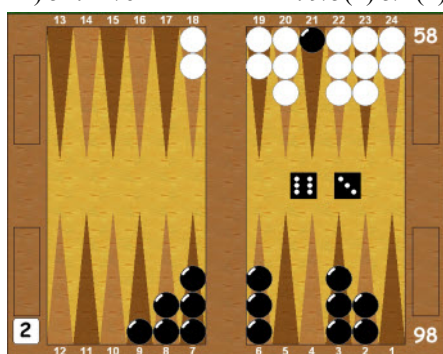
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Black 0 White 2
Black to play 41

For black this is all about getting a shot. If he slots onto the 21-point he is more than likely going to end up back on the bar. His best plan is to enter 25/24 and slot his 5-point, 9/5, which is Snowie's move. Black, though, goes for the escaping roll of 6s with 25/21 13/12, and in doing so ends up with -0.110, a borderline blunder.

13) 41: 25/21 13/12 61: 8/2 8/7
14) 51: 12/6 44: 9/5(2) 5/1(2)



Black 0 White 2
Black to play 63

After moving these nine pips black will still be thirty-one pips down in the race, which equates to almost four rolls, therefore fleeing 21/12 is an error. This is black's play @ -0.099. Running is the last thing that black should be doing right now. He has little to fear from being gammoned so he can sit and wait a tad longer to see if a blot appears.

At the top of a list of sixteen moves, Snowie picks 8/5 7/1: it gets two checkers in and covers two naked points - useful in the bearoff or as blocks should a blot appear.

15) 63: 21/12 32: 7/4 7/5
16) 65: 12/6 9/4 42: 4/0 2/0
17) 53: 7/2 8/5 62: 6/0 2/0
18) 64: 7/1 8/4 52: 5/0 2/0
19) 31: 7/4 1/0 21: 6/4 1/0
20) 33: 6/3 3/0 3/0 3/0 53: 5/0 3/0

21) 43: 4/0 3/0
22) 32: 6/3 2/0

43: 4/0 3/0
53: 5/0 3/0

Mark wins 2 points

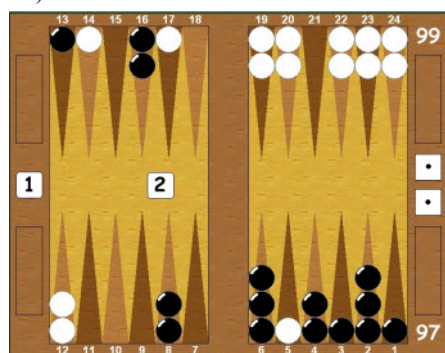
Game 4

Roy (b) : 0

01) 41: 13/9 24/23
02) 62: 25/23
03) 63: 25/16
04) 41: 25/21 9/8
05) 41: 21/16
06) 65: 13/2
07) 54: 13/8 6/2
08) 31: 8/4
09) 31: 8/4
10) 63: 8/2 6/3
11) 41: 6/1
12) 61: 13/6

Mark (w) : 4

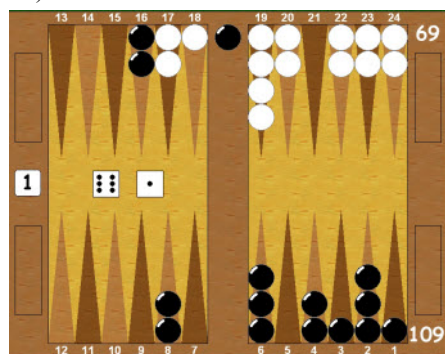
41: 6/2* 2/1*
51: 6/1 24/23
63: 8/2* 24/21
51: 13/8 21/20
21: 23/20
43: 6/2 8/5
11: 8/7(2) 7/5
62: 13/5
53: 13/8 7/4
21: 5/3 4/3
63: 20/11



Black 0 White 4
White cube action?

White misses a good double/take exchange here, and in doing so ends up @ -0.193. The race is close, just two pips in it. White has 68.2% (including good gammon chances of 17.8%); but at 31.8%, black has a reasonable take.

51: 11/6 13/12*
66: 20/8 13/7 12/6
13) 61: Dances
14) 63: Dances



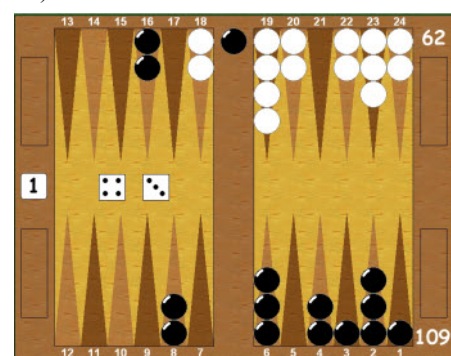
Black 0 White 4
White to play 61

What? No double? Well at least the move played, 8/2 8/7, is just a plain old error @ -0.064, ultra-safe except for 63 next roll. Snowie decides to go for the gammon and leaves a couple of blots (hit only by 44 and 43, 83.33%) by playing 8/2 6/5. This

gives him 33.9% gammons as opposed to 26.2% with the actual play. If black dances white will have fourteen rolls (38.88%) to close him out and play on for the gammon.

61: 8/2 8/7

15) 61: Dances

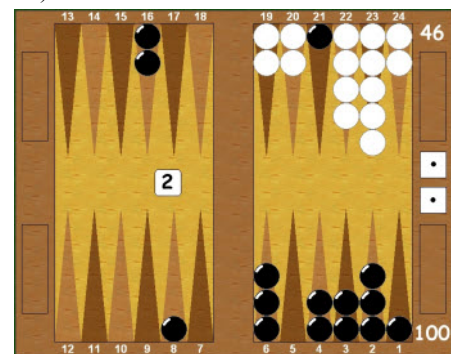


Black 0 White 4
White to play 43

Had white chosen the Snowie play above he'd be closing black out with this roll, instead he's making another error by playing 6/2 6/3 and losing his builders or 'pick&pass' checkers. In doing so he gets -0.067, a small increase on his previous error.

What he should have played is 7/3 6/3: leaves only two shots, 43, and keeps the gammon chances going at 29.2% as opposed to 23.4%; small differences, but worthwhile.

43: 6/2 6/3
54: 7/2 7/3
16) 63: Dances
17) 54: 25/21 8/3



Black 0 White 4
White cube action?

With just a 62 leaving a blot next roll, white is nearly 95% certain to win a single, and his gammon chances are quite good at 12.7%. Because of the unlikelihood of leaving a shot, and the 12.7% chance of a gammon, this is *too good to double/pass* according to Snowie. White decides to cash in and wins a single point but his equity loss shows it to be an 

error @ -0.076.

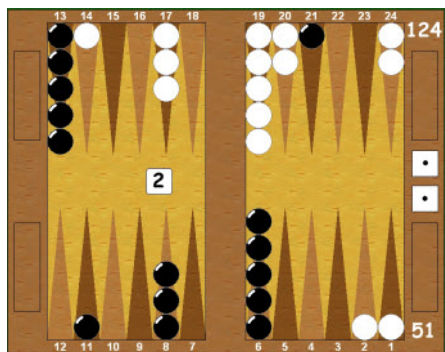
18) Drops
Doubles to 2
Mark wins 1 point

Game 5

Roy (b) : 0

Mark (w) : 5

01) 21: 13/11 24/23
02) 65: 24/13 66: 13/7(2) 7/1*(2)
03) 41: 25/20 44: 13/9(2) 9/5*(2)
04) 42: 25/21 13/11

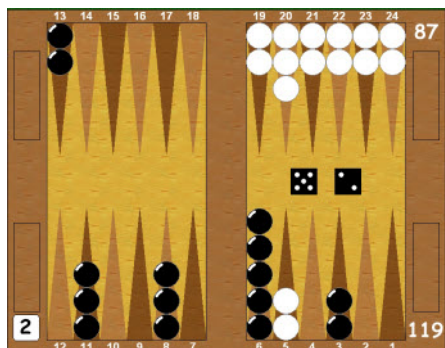


Black 0 White 5
White cube action?

White's final cube action position. Up 27 pips in the race, white has a reasonable cube here @ 65.9%: His runners threaten black's movement on his side of the board and he is bearing down on the blot on his 4-point. Black, with 34.1% is threatening to escape his runner and has good outfield control on his own side of the board, making this a double/take.

White redeems himself a roll later and cubes and it's taken.

05) 65: 21/15 11/6 43: 24/20 23/20
06) Takes 32: 6/3 11/9
07) 41: 13/8 62: 9/3 6/4
08) 31: 15/12 13/12 61: 8/2 8/7
09) 53: 8/3 6/3 61: 8/2 6/5
10) 11: 13/12 12/11(3) 21: 7/4



Black 0 White 5
Black to play 52

Black elects to make his 1-point with 6/1 2/1, and in doing so gets -0.058, an error. Although it clears a checker off the heavy

6-point, it's not the 1-point that needs making at the moment - it's the 4-point. Simply moving 11/4 slots the point and still leaves lots of hitting and covering rolls should white decide to run on his next roll - which is very likely.

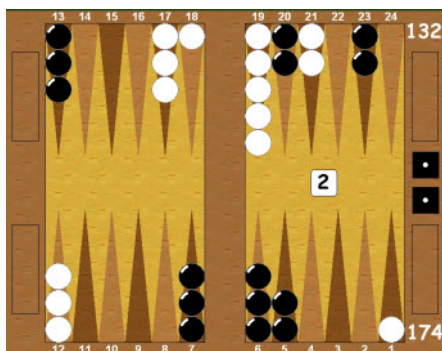
11) 52: 6/1 3/1 22: 20/18 20/18
18/16 18/16
12) 64: 8/2 6/2 42: 5/1 6/4
13) 64: 11/5 8/4 52: 16/11 11/9
14) 51: 8/3 5/4 41: 16/15 15/11
15) 31: 13/10 13/12 42: 11/7 7/5
16) 21: 11/9 9/8 31: 9/6 1/0
17) 42: 10/6 8/6 41: 4/0 1/0
18) 53: 11/6 12/9 66: 6/0 6/0 5/0
19) 31: 9/6 1/0 51: 5/0 1/0
Wins 2 points

Game 6

Roy (2) : 0

Mark (2) : 7

01) 52: 13/8 13/11
02) 11: 8/7(2) 6/5(2) 42: 8/4 6/4
03) 62: 13/7 13/11 52: 24/17*
04) 54: 25/20 24/20 31: 17/14* 14/13
05) 21: 25/23 24/23 65: 13/7 11/6



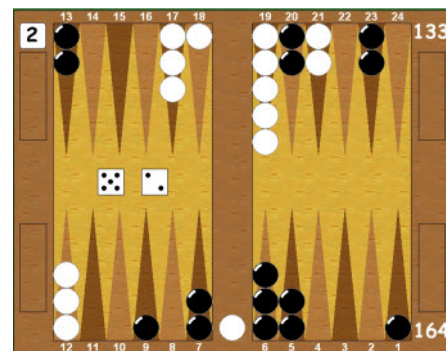
Black 0 White 7
Black cube action?

At 11-away, 4-away, black decides on an early cube and goes for the points he so badly needs. However, things are almost equal at the moment (52.3% for black, 47.7% for white) and gammon levels for both players is almost the same. Cubing at this moment is wrong says Snowie, *no double/take*, and is a blunder @ -0.130.

It's safe to say that it's unlikely that white will be shipping back a 4-cube unless he's certain of winning and can't get a gammon; but now white's into a stronger position.

06) Doubles to 2
07) 64: 7/1* 13/9

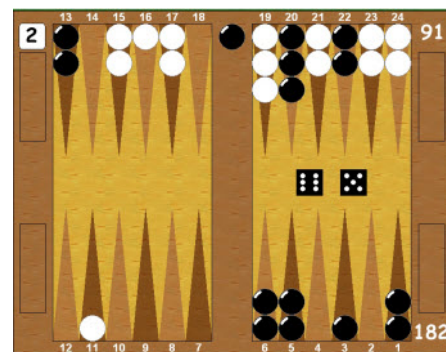
Takes



Black 0 White 7
White to play 52

Forced into leaving a blot due to the block on his 2-point, white decides to leave a second blot (albeit behind black's anchors) on his 1-point with 25/23 6/1. This is a small error @ -0.041, but it could become dear if black were to get back a second (or even third) white checker. The better play was to keep the blots to a minimum and play the safe(r) 25/23 13/8.

52: 25/23 6/1
08) 65: 7/1 23/18* 53: 25/22 23/18*
09) 53: 25/20 6/3*
44: 25/21 18/14 6/2*(2)
10) 42: Dances 22: 13/7* 8/6
11) 53: 25/20 25/22 65: 7/1 21/16*
12) 53: 25/22 20/15 32: 13/10* 16/14
13) 22: Dances 53: 14/9 13/10



Black 0 White 7
Black to play 65

This looks like a great roll off the bar for black, hitting with 25/20 22/16*, but it isn't anywhere near as good as it looks: it's a big blunder @ -0.232. In hit- ➡

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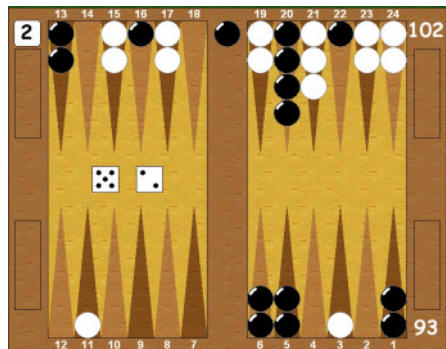


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ting he's vacated a very valuable anchor and left a blot (in fact 3 blots!). His home board isn't going to contain the white blot for long, and white can re-enter with 28 rolls (77.78%) of which twenty-two hit one blot and five of those twenty-two hit two blots.

14) 65: 25/20 22/16* 32: 25/22* 6/4
15) 41: Dances

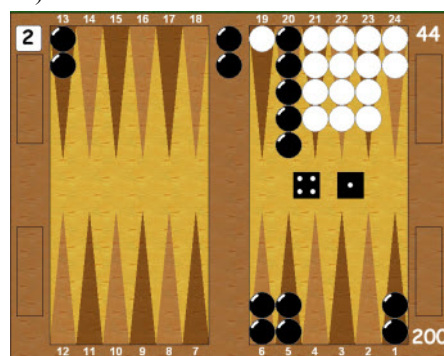


Black 0 White 7
White to play 52

There's no doubt here that white must hit something, but what? The actual play goes for 14/9* 9/7, but @ -0.088 is an error. The problem with this hit is that it allows black to re-establish his 22-point anchor with a roll containing a 3 - something he'd be very happy to achieve. The best hitting play is 8/3* 8/6, it leaves black with just eleven numbers to make the anchor, and white with twenty-two to cover. This move also returns 80.3%

game winning chances which includes 66.5% gammons!

52: 14/9* 9/7
53: 8/3* 10/7
33: 10/4 6/3(2)
55: 22/17 8/3 7/2(2)
65: 17/6*



White's 65 has forced him to leave a blot on his 6-point, and this is black's last attempt at turning the game in his favour, albeit slightly. However, his roll of 41 misses, white plays safe and then white rolls a 66 and comes on with no chance of a hit. His only hope now is to save the gammon . . . he doesn't!

20) 41: Dances 52: 6/1 2/0
21) 66: 25/19(2) 20/14(2) 43: 4/0 3/0
22) 62: 20/12 41: 4/0 1/0
23) 21: 13/11 13/12 62: 4/0 2/0
24) 41: 20/16 19/18 41: 4/0 1/0
25) 32: 20/17 19/17 52: 3/0 2/0

Mark wins 4 points and the match

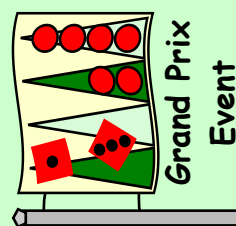
Match detailed statistics for Brighton		
Player	Roy	Mark
Rating	advanced	advanced
Overall	6.176/8.106	7.695/8.288
Errors(blunders)	10(5)	10(5)
Checker play errors		
Checker play	5.079/7.151	5.745/6.389
Errors(blunders)	8(4)	7(3)
Double errors		
Overall	0.990/0.849	1.950/1.899
Missed double	0.379/0.369	1.592/1.545
Wrong double	0.611/0.480	0.358/0.354
Errors(blunders)	2(1)	3(2)
Take errors		
Overall	0.108/0.106	0.000/0.000
Wrong take	0.000/0.000	0.000/0.000
Wrong pass	0.108/0.106	0.000/0.000
Errors(blunders)	0(0)	0(0)
Roy was 50.18% - 49.82% favourite.		

Liverpool Backgammon Club Presents The Liverpool Open, Sat, 19 & Sun 20 July 2008

At the Liverpool Bridge Club, 7 Croxteth Road, Liverpool. L8 3SE

Main - Consolation * Last Chance * One-point Shootout * Sweeps * Cash Prizes * Bar

Registration: 10.00 to 10.45 for an 11.00 start. Fee £25 (includes buffet lunch), Under 18 - £15



Grand Prix
Event

*NB: This is a limited entry event of just 54 players and pre-registration is required to reserve your place.
Details from John Wright 0793 155 3829 jpwright@blueyonder.co.uk. Peedur8@hotmail.com. www.liverpoolbackgammon.org*



Nicky Check's 'Birthday Boy' British Open 2008

Friday 500 (40)

What a great turnout! Forty players battling it out in the 500. With such a big field it was important to get off to a 9 o'clock start as advertised, and this we did. However, two players were absent at the beginning and incurred penalty points for turning up late. Thus, Paul Gilbertson sat down at 2-0 down to five points . . . and won! He then tore through the remainder of his opponent's like a man possessed! Even a player of Julian Fetterlein's ability couldn't stop him as Paul triumphed over Julian in the final. Well done, Paul; perhaps you should turn up late more often!

Main (79)

Thanks to Nicky's generosity we had a great turnout. Who'd have thought that 79 people would be so keen to get their hands on Nicky's hundred quid?! This weekend we had four previous winners: Steve Hallett, Rachel Rhodes, Nigel Merrigan and Brian Lever. Two of them, Rachel and Nigel have won it twice and each was hoping for a 3rd win and getting into the record books. Nigel made it to the 3rd Round, and so did Brian, but Rachel and Steve fell early on - Rachel to Mike Heard in Round 1, and Steve in Round 2 (he had a 1st Round bye!) to Peter Christmas ... more on Mike and Peter in the Consolation, later.

Nigel was pitted against new-member, Gaz Owen; and Brian against another new-member, Cecilia Sparke. Brian crashed out to Cecilia, but Nigel triumphed over Gaz ... and then fell to another new-member, Dave Moon in the next round; thus ended the hopes of the former British champions.

So, we were down to the last 8: Dave Treacy vs Uldis Lapikens; Tom Duggan vs Ian Tarr; Ann Pocknell vs Paul Gilbertson and Peter Christmas vs Dave Moon. Of these eight, Tom and Uldis met in the semi as did Ann and Dave. Uldis was soon down 10-1 and it looked as if it was all over for him; however, he survived the Crawford, fought back and ended up winning 11-10! Ann had a tough match against Dave but it was she that prevailed in the end to give us an Ann vs Uldis final.

Again, Uldis went down quickly to 10-1! He fought back again but only managed to make it 10-6 before taking home the runner-up trophy at 11-6 to Ann. Well done, Ann. It's great to see another female player at the top and the delight at being there clearly shows in Ann's smile. Uldis might be a bit down after losing in the final but his performance propelled him to the top of the Grand Prix and Ranking championships! 



Main: Uldis & Ann
Consolation: Peter & Mike
Last Chance: Peter & Brian

Progressive Consolation (75)

I mentioned Mike Heard and Peter Christmas earlier, and here's Mike again, entering in the non-progressive side and facing six opponents, one of which was Peter in the Final. Peter had entered via the progressive side from the last 8 of the Main. He then despatched Crispin Duke, Paul Gilbertson, and Julian Fetterlein before meeting Mike in the final. The match was going well in Mike's favour until . . . and here I'll let Mike explain what happened! "A sicko from my side - Peter won at DMP on a Coup Classique! Perfect bear off for me until I just left three men on the 2-point and three men on the 3-point, with his two men on my ace-point. I then roll double-two, leaving three men on the 3-point. He escapes one man from the back. Instead of rolling a double, or even something reasonable, I roll a 41 or something - and the rest is history!"

Peter reported something similar: "It went right down to 5-5 DMP and he left me a coup de classic, I managed to pick up his last two checkers and close them out before winning on the very last roll!"



The Noodle: Tony & Marcus

Last Chance (64)

How hard a draw can a player get in this 5-pointer? Well, how's this for hard? Brian Lever (defending - and now defeated - British champion) had to beat Carter Mattig (worldclass player), Martin Barkwill, Rosey Bensley, Steve Hallett (former British champion) and Lawrence Powell; and this was just to get into the final to meet another very strong opponent, Peter Bennet! Of the two of them, Brian's passage into the final was the harder, and perhaps it was this tough draw that galvanised him into action so much that his winning streak continued and he emerged the victor.

The Noodle (32)

Being knocked out in the last 16 of the Main, and the Consolation, Tony Fawcett was determined to do better in the 3-point Noodle. Being knocked out in the 1st rounds of the Main and the Consolation, and the Last Chance, Marcus Wrinch was even more determined to do well in the Noodle. Thus the course was set for these two to meet in the Noodle final. Unfortunately, Marcus didn't manage to come out of the encounter better than as runner-up, and it was Tony who took the winner's trophy.



Team (12)

Twelve brave souls signed up for the Team event and soon they were down to two teams of three as 'my team' were robbed by two rolls of 61 after being in a winning position. The threes were whittled down to a two vs one and it was the 'one' that came out on top; the 'one' being last month's runner-up, Marcus Wrinch. It seems that if I don't win the Team event, Marcus does!

Poker (32)

There were some last minute entries this time and organiser, Tony Fawcett had his work cut out fitting in the extra five players. In future the only entrants allowed will be those that register prior to 12:30 during the backgammon registration. Three 1st-timers ended up taking three of the top five places: Steve Hallett, 1st; Jon Sharp, 2nd; and Felix Vink, 5th. This left 2nd-timer, Kevin Stebbing in 3rd, and regular, Paul Gilbertson in 4th.

Finally

I'd like to thank Nicky for his sponsorship and the £100 prize money that Ann was very pleased to take off him! He liked his tee-shirt that I made especially for him and the cake I bought that was enjoyed by all of us. Sadly, not many entrants bothered to get him a present (meanies!), but of those that did, Rosey Bensley won the free Friday night accommodation for The English Open.



I would also like to thank my assistant, Deena Fawcett for her brilliant work with the spreadsheet and the money-handling. Now that I have Tracey and Deena to help me I know I am in safe hands.

Competition 2008 No1. 9201-06 Solutions

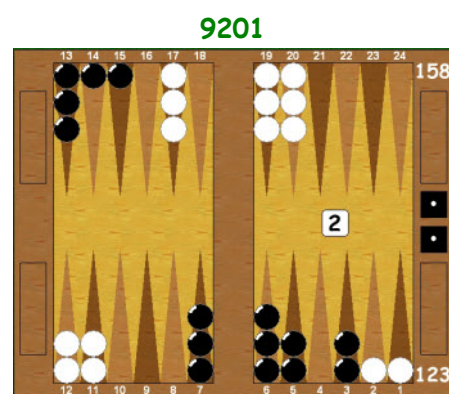
By Michael Crane

MC: Let's start this session with a comment about 4-away, 4-away positions from our silicone friend, Snowie.

Snowie: Off we go again with another set of interesting positions. As all the positions are for 7-7 in match to 11 let's make sure we understand the right cube actions at this particular score.

Notice that a doubled gammon wins the match for either player so you need to be very wary of accepting gammonish cubes. On the other side of the coin if a player is doubled and then turns the game round he can redouble much earlier than usual as the player being redoubled needs 33% winning chances to accept! This is because he can drop and play from 7-9 down with 33% chances. Time and again I see players take a redouble at this score with far less than 33% chances. It might be a little bit of hard work but you have to learn match equity tables and how to use them. Of course we computers do find arithmetic quite easy - you carbon life forms are somewhat variable when it comes to doing calculations.

Right – let's look at the positions.



11 point match
4-away, 4-away
Cube action?

MC: Well, this one was easy(ish), all but one entrant chose Double/Pass. This entrant bucking the trend is new-comer to the competition, Dorothy Lee, whom Snowie describes as "a supreme optimist!"

Dorothy Lee: No double/take

I don't think Black has many big market losers here. The race would indicate a double, but, whatever he rolls this time,

he is probably going to use to safety and improve his position more, rather than launch any attack. For this reason, I think Black should wait a roll. I think White could take easily, having a very good structure overall, and immediate shot possibilities if Black cannot safety both blots.

MC: No Double/Take in this position is a BIG blunder. White is just waiting to drop a single point as opposed to losing a doubled gammon. Black has an easy point here and he should cash in now. Another competition 'virgin' is Phil Tutchings. Phil added a 'General points' reminder at the start of his solutions . . .

General points: All positions have both players at 4-away - so a 4-cube or gammoned 2-cube will give the winner the match. Doubling from 2 to 4 puts match at DMP (so doubler is looking for equity > 50%). Any initial doubles will allow a redouble to force DMP - so caution needed with initial doubles.

Phil Tutchings: Double/Pass

Good racing lead, goes to DMP so no need to factor in threat of re-cube. Next roll should reduce White's threats by strengthening Black's home board or safetying at least one of the back checkers. Even if blots are left White has little chance of immediately hitting and strengthening home board.

MC: Why does it go to DMP? This isn't a re-cube but an initial cube to 2. No matter, Phil has got it right. Our next entrant highlights White's lack of an anchor

Steve Hallett: Double/Pass

Black 35 pips ahead in race, three home board points and a broken four prime. Black has work to do but a gammon on a two-cube gives him the match. White's big weakness is his lack of anchor and if Black does point on him and he fails to anchor or hit back he is in big gammon danger.

Peter Christmas: Double/Pass

4-away, 4-away is always a big cube as a gammon is match winning and here Black has many advantages, he is nearly 30% ahead in the race, he has the better home board and he has real gammon chances as White has no anchor. Black is

also a favourite to safety up his runners or at least only leave an indirect shot at one of them so may have already lost his market. Can White take? I don't think so, he has little racing chances even if he can roll a 32 and anchor on the 4-point he is not going to get many shots, his best chance would be in getting an immediate shot at one of the two back blots and the only roll that leaves both exposed, 33 would leave Black putting at least one of White's runners on the bar- against a four-point home board. White will still have good chances in the match at 8-7 down.

Cedric Lytton: Double/Pass

Apart from the racing lead, position is distinctly gammonish, Black having four excellent points, spares ready to attack or make more, his back men all but escaped, White's back men being split and liable to attack. No double for money, but at the score (take-point at least 30% with all those gammons) the chances of hitting a fly-shot and then containing the hit man with only three points made are just not worth the risk of exactly losing the match to a doubled gammon.

Brian Lever: Double/Pass

Black has all the advantages – ahead in the race, better board and some threats. Black's only bad nos. are 3s - except 32 and 33 which are excellent. I think the match score determines the decision here; double either way for Black, match or money, take for money – though no bargain – but drop at this score where White has loose blots and gammons count so efficiently for the match. Better to go 8-7 down and have 40% than lose a gammon and have 0%. If White had an anchor he might be able to take.

MC: Good reasoning from Brian, 40% is much better than 0%. Cedric is quite right about the doubled gammon – it is too risky.

Richard Biddle: Double/Pass

Black is ahead in the race and does not have a bad roll next time. Even double threes can be used to good effect despite leaving the two blots in the outfield. Black's motivation is to either attack White's blots or improve the prime. Most numbers help to achieve this.

There is almost an argument for ►

being too good to double because if Black does hit, the close-out is a strong possibility and White has many checkers to get round. But I will go for the double as I think most players would want to cash in at this stage. The more I look at it though, the more I think doubling is a point lost. However, sometimes it is worth saying to your opponent you have to pay to play. I think it is safe to say White would drop due to the gammon chances that would give Black the match.

MC: Too good to double? Not so, according to Snowie. As usual, Richard (and sometimes Brian) nearly talks himself out of the correct answer!

Bob Young: Double/Pass

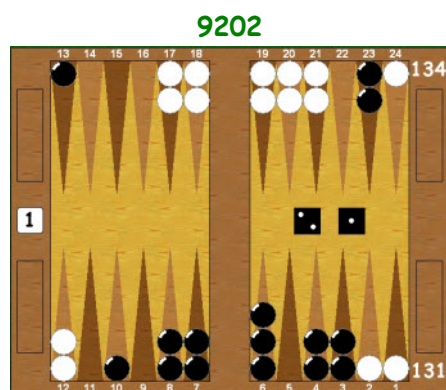
Ahead in the race, nearly escaped rear men, plenty of threats, not sure if I would take if White, so it must be a double (thank you Kit). Probably a take for money, wouldn't want to risk the match playing catch up here, so I would drop. (But what do I know?, not a lot I hear you say).

MC: Bob neatly sits on White's side of the board and deduces he wouldn't take. ... ergo, Double/Pass!

Snowie: Double/Pass

This first one is really a freebie. Black is ahead in position, threat and race making this a powerhouse double. With no anchor White should pass this as quickly as he can, only a supreme optimist would take this position.

The only question is whether Black is too good to double but actually he isn't nearly strong enough to play on. He should cash a point and move on – unless of course White hallucinates and takes.



11 point match
4-away, 4-away
Black to play 21

MC: This is a classic prime vs prime position; even though Black's has a hole

in it, it is still a formidable prime. Strengthening and defending the prime is paramount. All our entrants agree that the 1 is used to 'front the prime', 23/22 but only one other disagrees on the where to play the 2.

Dorothy Lee: 23/22 10/8

I think it's important to move up to the edge of the prime with the 1, at least now his prime is stripped, that may change soon. Then I want to minimise the number of blots in case it turns nasty, so I use the 2 to pick up the man on the 10-point. Although there are less shots if I move 13/11, I still prefer to have fewer blots for White to play with in the worst scenario.

MC: Dorothy seems to have lost her way here. Leaving White a direct 1 (30.55%) is playing into his hands. She talked herself out of the correct play. ...

Steve Hallett: 23/22 13/11

Race even but Black's anchor is stuck one off a five-prime needing ones and sixes to escape. White's back men are split and with Black's 5-point open has many more ways to escape, but not being on an anchor is liable to being blitzed.

Possible plays: 23/22 13/11. 23/22 10/8. 13/11 10/9. 13/10. The BIG question is has Black the timing to stay back on the 23-point, and put all his efforts into priming or blitzing White's back checkers or should he take the ones whenever they come to step up to the edge of White's prime?

If Black does stay anchored on the 23-point we have the choice of 13/10 or 13/11, 10/9. 13/10 is perfectly safe but only gives two active builders for the five point which Black must make if he is to win the priming/blitzing battle. 13/11, 10/9 gives three active builders doubling the number of combinations to make the 5-point but also leaves White seven hitting numbers.

Of the two plays I favour 13/11, 10/9 but I don't think that Black has the timing to do this and must use the one to step up to the edge of Whites prime with 23/22. We now have the two to play. I can't see the point of leaving White more shots so 13/11 is the 2.

MC: Steve makes the correct play, 13/11, but only to remove the direct hit – it is also a very valuable builder for the hole in Black's prime. Old hand, Brian and

Phil both see the gap and aim for it. As does, Richard.

Richard Biddle: 23/22 13/11

Black needs to escape from behind White's prime so playing the one to the edge of the prime is a no-brainer to give good sixes. What else is Black trying to achieve in this prime v prime game? Fill the gap in own prime. This can best be achieved by playing 13/11 which achieves the double purpose of clearing the checker from direct danger of being hit, but also optimising the numbers bearing in on the five-point. I can't see any other moves worth talking about

Brian Lever: 23/22 13/11

This looks like a continuation of the previous position, undoubled by Black, turned around by White. Prime versus broken prime – definite advantage to White. Black has two objectives – escape the back men and blockade in White's. The conventional route to escape would have Black move up to the 22-point with the 1, in theory with little danger of attack as White has a blot in board and no builders in range, and prepare to make the 5-point with 13/11.

This does give White some killer rolls to hit the outside checkers or attack in board; could it be correct to try and counter-prime by playing 13/11 and 10/9, or 13/10? Or even making the 5-point now and leaving 27 shots? No, not the latter, but perhaps the former. And another issue – which play might provoke a cube from White, and which would definitely not? I've wavered a lot here – which may mean it's a close call -but I'm going to stick with 13/11 and 23/22. I'll be interested to see the rollouts. And I'd hold the cube.

MC: 13/11, 10/9 and 13/10 are both errors, Brian: -0.033 and -0.078 respectively.

Phil Tutchings: 23/22 13/11

23/22 places a checker in position to escape with a 6 before a White six-prime is established. 13/11 leaves another checker bearing in onto the 5-point

Peter Christmas: 23/22 13/11

This seems pretty clear cut to me, playing the safe 13/10 is a slow death, Black has to get to the edge of the five-point prime before he self destructs on the other side and he doesn't want to leave a direct shot at his mid-point blot as the returns shots he gets at the blot on White's 1-point is no compensation at all behind ►

White's powerful 5-point prime. Playing safe with 13/10 is just inviting the cube as White has the better timing and still some chances of making an advance anchor or skipping one runner out.

White is going to get some pick and pass numbers when Black splits and covering the 1-point is going to leave Black facing a four-point board but he should have enough threats to stave off the cube for a few rolls and if he can anchor on the 3-point Black would still be in pretty good shape. Splitting would increase the gammon risk for Black but it seems to be the only way to keep some winning chances alive.

Cedric Lytton: 23/22 13/11

Black was lucky not to get hit last time, and even luckier to get a badly needed 1. This is a prime v. prime position where we strain every sinew to escape our back men. So 23/22, 13/11 is our play. True, White has 8 indirect shots at our 10- and 11-point blots, but those would be good rolls for him anyway. (if this is a continuation of 9201, it seems Black didn't double – shame!).

Bob Young: 23/22 13/11

Outside primes are not all that special, but granted, better than no prime at all!, and especially when there is another three points hanging on the front of it in the home board. However, Black needs to get to the edge of the prime, allowing 6s to escape. Fours are needed for White on the other side of the board, so best to capitalise on that now. Slotting the 5-point is not wise here; White would gain too much by hitting and running, having better than evens chance of achieving the hit. The two takes the mid-point blot into only indirect range, better than leaving it where it is. Hit and split is the preferred time to split, but life is not always that convenient.

MC: Not the hardest of positions (sorry!).

Snowie: 23/22 13/11

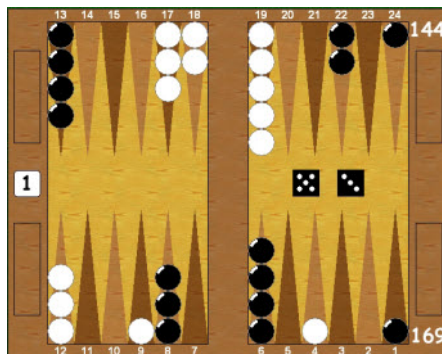
This is a classic prime-vs-prime position and the score shouldn't affect the play. Black is an underdog in the position, but not hugely so. What are his objectives in the position? He has two: making his 5-point thus securing a full prime and escaping from behind White's five-point prime.

He can help both objectives by playing 23/22, 13/11. This brings an extra builder to bear on the 5-point and moves a man

to the edge of White's prime – virtually a perfect roll.

This is not a time for half-hearted measures. A move such as 13/10 should be quickly discounted as should 13/11, 10/9. In a prime-vs-prime game all the men must be put to work and 23/22, 13/11 does exactly that.

9203



11 point match
4-away, 4-away
Black to play 53

MC: At last, some disagreement among the entrants! Let's look at the solos first.

Phil Tutchings: 8/5 6/1

Black behind in race - potential back game so start to build home board whilst maintaining contact.

MC: Phil falls into the trap of making one point, only to expose a checker to a direct hit whilst stripping a spare checker off his 8-point.

Bob Young: 24/16

Moving the spare checker out will provide good outfield control, making an attempt to maximise the difficulty White will have making safe both blots next roll. Making the 1-point is no good, the only feasible alternative is to make the 3-point, but that would be behind White's rear checker, and plenty of room for White to land reasonably safely in his own outfield with the front blot.

MC: Bob runs out, and although it is a bit better, equity-wise, than Phil's play, it is incorrect. Bob mentions the correct play, 8/3 6/3, but dismisses it. The next pair come close . . . but not close enough!

Brian Lever: 24/21 6/1

That's a horrible roll to go with a horrible position. What does 24/16 do? Not a lot, so that leaves playing 8/3, 6/3; or perhaps 24/21 with the 3 and a choice of 6/1 or 13/8 realistically. – the former probably, because it could give Black the chance to

attack a stray White blot. More conventional wisdom – make the 1-point once you've started it, as the blot there will only come back to haunt you by being hit at an inconvenient moment. Actually, White's position is no bargain either, and I'll temporarily at least have the better board. Now that I've set it up on a board, it doesn't look too bad after all! 24/21 and 6/1 it is.

Richard Biddle: 24/21 6/1

Not a great position for Black to be in, even after making the best move whatever that is. If I was gearing up for a backgame I would do something stupid like 13/5. If I did that playing as captain in the team tournament, I imagine someone would be ordering me a taxi fairly swiftly. So I'll forget that. Do I try and run with 24/16? It is better, but 19 shots hit me next time and it doesn't really achieve much and it might even invite the cube. I could just sit tight and make a home board point with 8/3 6/3.

Again, this is a bit of a non-move. I like to be more proactive. My best chance is to hit one of the loose blots trying to get home, so maximising my coverage of the outfield would be good. 24/21 does this as well as readying the checker for escape. It is also distracting for White, who will be torn between hitting me or safetying the back checkers. I make my 1-point with the 5, knowing that if we do get into a blot-hitting contest, I have a marginally better home board. Ugly all round.

MC: As Snowie points out later, preparing to race with 24/21 is the wrong game plan in this position. Our remaining entrants keep it simple.

Steve Hallett: 8/3 6/3

Black behind in race with both Black and White only having one-point boards, Black also has three men in White's home board and a lone checker on his 1-point. The question is does, Black make the 1-point now?

Having a lone checker on the one point can come back to haunt you further down the line, but being seventeen points behind in the race after this roll is it right in this situation to make it? If Black does play 6/1 and make the 1-point the choices for the three are 24/21, 8/5 or 6/3

By making the 1-point Black is committed to an attacking game and must make the best play to contain White's two back blots which in my opinion is 24/21 giving double coverage of White's outer ►

board but I think being so far behind in the race making the 1-point is a mistake and is far too inflexible. A better play is to just make the 3-point with 8/3, 6/3 leaving options depending on what the dice dictate.

Dorothy Lee: 8/3 6/3

With this problem, I figure that I am way behind in the race, I should just build my board the best I can with the rolls I get and get ready for a shot later. The 3-point is the best point I can make with this roll.

Peter Christmas: 8/3 6/3

Not such a good roll for Black and hard to find anything constructive to do, running out just sets up a juicy target and covering the 1-point and jumping up with the 3 just seems to make the only bad rolls for White like double 2 or 4 or even 42 better for White to point on the blot. With three men back and having made the 1-point, would leave Black a little too stretched to have any really good long term game plans. With White favourite to anchor up with any 5, 6/1, 4/1, 3/2 and most other rolls likely to only leave one blot to aim for, Black could be facing a tough cube decision sooner rather than later. 8/3 6/3 making the 3-point is constructive at least and I wouldn't be too worried if White got a shot at the 1-point blot - it may prove more useful making a second anchor in White's board and mixing the game up a bit anyhow. So 8/3 6/3 seems to be the best of a bad bunch.

Cedric Lytton: 8/3 6/3

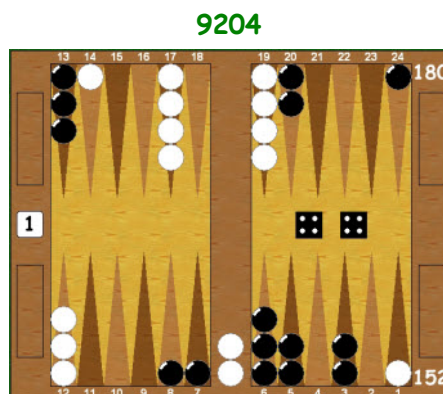
Black trails in the race and cannot hit the escapees, but he has an excellent holding game with three men back and White having no board. So he should build his own board fast, starting with the obvious 8/3, 6/3. Not 24/16, considerably reducing his firepower.

Snowie: 8/3 6/3

This one isn't easy. The cube is a long way off so it is a question of making the best play. Normally when you have slotted the ace-point it is correct to make it and so 6/1 looks attractive as the 5. The problem then is that the only logical 3s are 8/5 and 24/21. 8/5 strips the spare man off the 8-point and leaves an unnecessary shot. 24/21 advances the back man ready to escape but Black will still trail by 17 pips after the move so preparing to race is the wrong game plan.

This leaves us with the prosaic 8/3, 6/3 which makes a useful point and critically keeps that rear man on White's ace-point to make it as difficult as possible for

White to bear in safely. Sometimes simple is best and that is the case here. 8/3, 6/3 it is.



11 point match
4-away, 4-away
Black to play 44

MC: I like doublets . . . they often provide scope for argument. This double-four returned five different solutions! I will start with the lowest ranked according to Snowie.

Phil Tutchings: 20/16 13/9(2) 9/5

Maintain blitz action - maximise diversification bearing in on empty home board points 13/9 (2) 9/5. Play 20/16 with last 4 to give extra threat against White's blot on the 14-point and improve flexibility.

MC: The flaw in this play (and that of Cedric below) is if you're going for a blitz you need to prevent your opponent obtaining an anchor, once he gets established in your home board your blitz has failed.

Cedric Lytton: 13/9(3) 9/5 6

Black has decided to play on for a gammon. So he wouldn't mind White anchoring on his ace-point, but he does want to maximise the firepower on his 4-point (and maybe his 2-point). So 13/9 (3), 9/5, bringing 5 men to bear while not leaving a 13-point blot should White roll 11. Three men back or closed out should be enough for a gammon, so the 11-point blot and wait until White has no chance of a back game. My play disconnects Black's army, but the attack justifies it, particularly as White has no board and is badly placed to fight back.

MC: Black isn't just playing on for a gammon - he's going for the jugular! No way does he want White to anchor. Once an opponent anchors on your 1-point, they are there until the end. Mmmm, that would make a good subject for a book, don't you think? ☆

Dorothy Lee: 24/20, 13/1*

I chose this play because Black already has a big racing lead so he should try to win going forward, at the same time stopping White from anchoring. So, the hit comes from the 13-point, leaving plenty of builders for the home board, and the other 4 can usefully be played from the ace point, 24/20. If Black is not hit he will be very well placed for a close-out, and even if he is hit, it won't be a disaster against a 1-point board.

MC: Dorothy sees the logic in stopping White anchoring but doesn't mention a blitz - and this is a great blitzing roll and position.

Peter Christmas: 20/16 13/9 5/1*(2)

Black prospects look a lot more promising here and he could just play safe with something like 24/20, 20/16*(3) and look to double White out if he anchors in the next roll or two. But Black may have missed his market to double whatever, but this does offer up the blitz and going for the two points seems to be the best option now.

It is a shame to give up the 5-point but 5/1*(2) to stop White anchoring is essential to start with and bring down another builder 13/9 is about the only extra builder that can bring some extra pointing numbers next roll. For the last 4 it is between bringing down another 13/9 or jumping 20/16 which gives a double shot at the last White blot on the 14-point. This carries a little more risk should White get all his men in with a double but Black should have enough threats to double White out if it does start to turn like this and I think it is worth really going for the gammon. So it would be 5/1*(2) 13/9 20/16 for me.

Richard Biddle: 20/16 13/9 5/1*(2)

Black is in such a good position it is very difficult to play this and lose the game. But I guess we should be thinking about maximising our gammon chances. This can best be achieved by getting a third & fourth checker so hitting on the 1-point is a done deal. I don't mind hitting, making the 1-point and losing the golden point in this instances as we will be looking to make the 4- & 5-points fairly quickly with our builders.

With three in the air we can be very loose so I would bring down another builder 13/9 and spread our back checkers, 20/16, to maximise hitting a fourth checker. So what will happen next? White will enter 1 or 2 checkers ►

next roll. We will just continue to point on them with our extensive builders and collect an easy two points. White rolling a double to enter (only 3 possible rolls) may scupper our plans but worth the risk.

MC: *These two are close but are just out of the running. The reason? Six blots! Our final three entrants agree with Snowie.*

Bob Young: 13/9(2) 5/1*(2)

Swap points to prevent White anchoring, bring down another active builder for the open inboard points, and look around for the last 4. The second 13/9 appears at first to be wasted as a builder is already there, but the first checker may well get used in the first wave of attacks for any blot that enters, and the second would be used to hit again, or point if not hit back. The back checkers will be able to easily escape once the battle on the other side of the board is resolved.

Brian Lever: 13/9(2) 5/1*(2)

Black presumably rolled a joker double-three the roll previously, and White's dance has made it too good to double; so Black must decide on his best play for an undoubled gammon. The blitz is on and the principles in these situations are well understood - bring firepower to bear, prevent White anchoring, pick up loose blots, avoid accidents & retain the possibility of doubling out if White somehow looks like he might get back in the game.

On that basis, the first two 4s seem clear - 5/1(2), putting a 3rd checker on the bar and removing the immediate anchoring possibilities. The third 4 is also clear - 13/9 aiming at the open points. The final 4? 24/20 does nothing; 20/16 risks an accident if White replies with a joker of his own. So also play the last 4 13/9.

Steve Hallett: 13/9(2) 5/1*(2)

Black ahead in race with three-point board, two White checkers on the bar and White blots on the 14- and 1-points - a perfect blitz scenario and in my opinion the easiest question of the quiz. When going full out for a blitz, making points in order goes out the window, stopping White anchoring and bringing in builders is the name of the game. So working on this premise Black must hit White's blot on the 1-point either with 13/1* or 5/1*(2). Leaving a blot on the 1-point with 13/1* just gives White a chance to hit back so 5/1*(2) is much better. We now have to bring in the builders and the best play for this is the simple 13/9(2)

MC: *Steve's "easiest question of the quiz" proved to be a lot harder than he thought for some of his peers. The entrants were nicely split and that is always entertaining. For those of you that haven't grasped a blitzing position fully, pay attention to Snowie's final word.*

Snowie: 13/9(2) 5/1*(2)

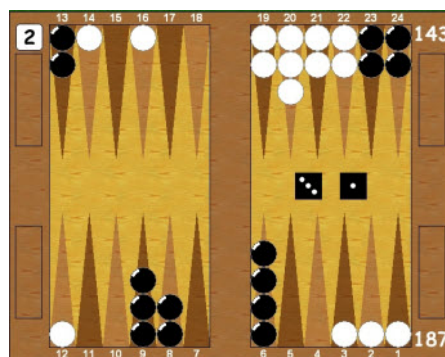
Only a cast-iron lunatic would take a double as white in this position, be it for money or in a match, so black is correct to play on for an undoubled gammon (remember the Jacoby Rule doesn't apply in match play - another fact often forgotten by less experienced players).

How should black play his 44? In the days before computers plays like 20/16(2), 13/9(2) would have been considered but that era is long gone. Computers have taught us to stop your opponent anchoring at all costs during a blitz. Therefore the man on the ace-point must be hit. The pure 13/9, 9/1* comes in for consideration but if you are going to start the ace-point you might as well make it and therefore 5/1(2)* must be two of the fours (stopping your opponent anchoring is far more important than purity).

How about the other two fours? The other rule when blitzing is "bring fresh wood"! 13/9 is clear for one four, the choice for the other is between 13/9(again) or 20/16. My neural networks tell me that six blots is a very slight overplay of the position and that 13/9(2) is the correct way to play the final two fours so 13/9(2), 5/1(2)* is the correct play.

If you didn't make the ace-point you need to spend more time studying blitzes so that you develop the right techniques.

9205



11 point match
4-away, 4-away
Black to play 31

MC: *Another 'splitter', yippee! Two in the air? One in the air? None in the air?*

We've got 'em all.

Bob Young: 8/5 6/5

No merit in hitting from the mid-point, nor two on the bar, Black needs to get some serious home board points to be effective later on, and making the points in correct order for maximum effect. This achieves that, and the subsequent remaining blot is not an issue, it will be used if not hit, or recycled to try and build up some effective game, whilst adding to the pip count deficit if hit, which is inadequate for a back game anyway at present. Is White likely to re-cube next roll? (gammons would be no value, so probably not), does Harry Potter exist in real life? (well, Hogwarts School does, because that is where I went in my first life, so that's a yes to that one then), these are questions to which we need not concern ourselves, only time will tell.

Dorothy Lee: 8/5 6/5

I make the 5-point, it's about time Black gets his board started, and 31 is a great opportunity to make the next and most important point in line. A return hit is likely, but since I have a double anchor, I am a favourite to enter and this can improve my timing. I looked at double hitting, two options for that, both obviously involve a likely return hit, and that for no concrete benefit like making the 5-point.

MC: *Oh dear, none in the air isn't going to get you anywhere. What's the point (pun!) if making your 5-point if you just let White have loads of direct shots at a blot that was once a good blocking point? This is the move that White would play if he was allowed to move Black's checkers! The next three have a stab at putting one in the air.*

Phil Tutchings: 13/12* 13/10

Hitting the blot on the 12-point takes away half of White's next roll averting the danger of White increasing his prime. Also provides builders to the bar-point and 5-point.

Cedric Lytton: 13/12* 13/10

The most difficult of the play problems. Black has to decide on his game plan: back game or go forward? Black hasn't much timing for a back game (he needs around 80 pips) and he doesn't want to risk losing a doubled gammon at the score, so he should (as ever) hit 13/12* and give himself good chances of extending his own prime with 13/10 and aiming for a well-timed prime v. prime game. If White does hit back quickly in Black's outer board, Black can always resort ►

to a holding or back game after all.

Steve Hallett: 13/12* 13/10

Black way behind in the race with only a one-point board to White's four-point board. The only problems White has are his **six** blots and the chance of Black making his own prime and trapping White's back checkers forcing him to crunch his board. Because White has six blots, Black has a chance of attacking, so he must do so - the only question .. how does he go about it? To hit two or to hit one? That is what we have to decide.

The double hit of 13/12* 6/3* or 6/3* 3/2* could buy Black time to make his board and also to attack White's outer board blots but has a big downside when White hits back and with White having a four-point board; and with the score as it is, I think way too dangerous. Black must avoid being gammoned. So the single hit it is, either 13/12* 12/9 or 13/12* 13/10. As Black needs to build a prime to win, stacking another man on the 9-point is wrong, so even though 13/12* 13/10 leaves White three return hits the extra builder is way worth it.

MC: But . . . aren't you three also giving White good chances of making your 5-point, or at the very least, making a useful anchor? OK, let's hear it for the double-hit.

Peter Christmas: 13/12* 6/3*

Black is in big trouble in a badly timed back game, he really needs to get an anchor on the 18-point before White does to have any control over his timing or Black seems likely to crunch his front end, leaving White to play on for a gammon with a powerful re-cube if anything goes wrong. Black could hit safely with 13/12* 12/9 but this leaves White excellent chances to establish an advanced anchor and recycle his checkers while fighting to extend his four-prime. Also 13/12* 13/10 looking to prime some or all of White's back men just does not seem to have the timing as White must be odds on to be make an advanced anchor and will have complete control of the game. I think Black's best chances lie in going forward and the double hit 13/12* 6/3* seems to offer the best chance of doing this.

Black is down in the race and position so needs to do something to stop the re-cube and I think the double hit is enough to put some doubt into the position. If hit White may well double Black out anyhow but at least if missed Black may get some coun-

ter-play making home board point(s), semi blocking some White checkers back and may get the chance to escape some back men as he does not have enough timing to play the 1-2 back game.

Brian Lever: 13/12* 6/3*

How did the cube land on White's side? Black got a plane to catch? A mistake in the diagram? I could understand it at 9-9 but not here. So what's the plan - fully fledged back game? Don't think Black's timing's sufficient, so he's got to plan for other possibilities. White does have six loose blots so an attack is definitely on. Black could start up a board of his own with the 5-point but the most likely scenario is a further checker back behind White's blockade. I think the 1 is clear - 13/12*, and then realistically a choice of 3s - 13/10 or (my choice) 6/3*. Failure to hit back would enable Black to continue the attack; if hit, Black's timing will be improved. I think it's important for this play that White hasn't made his bar- or even 8-point, so Black does have a clear escape route from White's home board when he re-enters if he's hit.

Richard Biddle: 13/12* 6/3*

Another desperate situation for Black who is in danger of either being doubled out or gammoned for the match, so foremost in our minds, we need to make the move that will prevent the double from being sent over. My first thought was 13/12* 13/10. This puts a White checker in the air and spreads the outfield builder. A safer version is to play 13/12* 12/9. This lacks the flexibility of the extra builder. But what we have here is a back-game and we probably don't mind being hit. So why not stick two checkers in the air? It will certainly stop the cube from coming over. We then have the chance of a blitz or a better timed back game if hit. Time to come out with guns blazing.

MC: Snowie favours a two-pronged tactic - try to win by going forwards or drop into a backgame by having more checkers sent back.

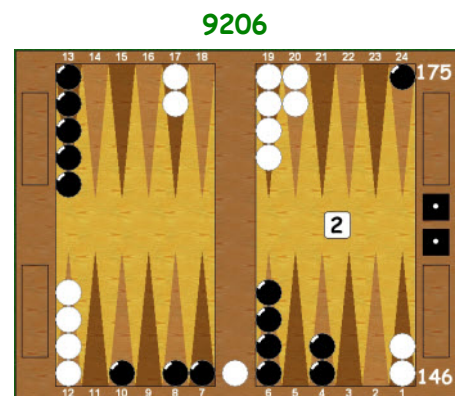
Snowie: 13/12* 6/3*

Black has doubled and then got into a huge mess. What now? Whatever he moves White will play for the gammon rather than redouble. Redoubling would be a big blunder as it removes the gammon threat (with the cube on 4 whoever wins the game wins the match).

So what is White's plan? He is not yet far enough behind to play a well-timed 1-2 back game. Therefore he should either try

to improve his timing by having more men sent back or try to win by going forwards - after all White does have six blots and only a four-point prime.

This provides the clue - Black can execute a two-way game plan. He should hit twice with either 13/12*, 6/3* or 6/3* 3/2*. The former is the better move because it distributes Black's checkers in a better formation. He must assume that White won't hit the slotted checker and that he will be able to continue his attack (if he does hit Black falls back on his 'B' Plan - the fully fledged back game). After all, a couple of poor rolls from White and Black is right back in the game.



**11 point match
4-away, 4-away
Cube Action**

MC: OK, we're back to the doubling position. Two entrants get it wrong.

Bob Young: Double/Pass

Not a lot going for White here, behind in the race, Black has only one checker left to escape, and Black has much ammunition in the right place to probably ensure that White's best hope is his 15% chance playing an ace-point game. Don't think it is too good to cube for Black, he may not make his 5-point next roll, White may make an advanced anchor, all good for White, but still not a take, so grab the point and rack 'em up again.

Phil Tutchings: Double/Pass

Builders provide ample opportunity to make inner board/ bar-point /8-point. A 4-cube will put match on DMP and give a significant match winning chance. No immediate danger of White building prime behind Black's back checker.

MC: Passing is a huge blunder. White does have a take here. . . .

Steve Hallett: Double/Take

Black ahead in race with a two-point board, four builders and one White checker on the bar. White's pluses are his anchor and Black's lone checker on his 1-point. Black has good chances to prime White's three checkers and with his racing lead a double is a must - but has White enough chances to take? I think with his anchor and only facing a two-point board plus the fact of Black's lone rear checker, White just has enough to take.

MC: See?

Peter Christmas: Double/Take

Black has great chance to make a 3rd home board point and with a good race lead and only one back compared to three he should have enough to double here. At least White should get chances to make an advanced anchor without having to break the one he has with his extra man back and gammon risks should remain fairly low. It is not great for White by any means but he does not have any major flaws having his Golden Point (5-point) and some spares in the right places to build up his prime once he has got in.

Also Black may not be able to both build his front end and escape his back man unless White does a lot of dancing of course. Even so his fairly solid position should allow White to take the cube as he should get some chances to turn the game around with a few indirect shots and maybe a direct one if he is lucky. Black has a 20% race lead but will find it harder to bear-in against an anchor so it is not done and dusted and his back man may yet have to run the gauntlet of White's growing defence.

Dorothy Lee: Double/Take

Black should double this, as next roll he is likely to make his 5-point and this game should be fairly straightforward from then on. White can take because he has his anchor. While it's true, that by that reasoning, White would have a take after

the 5-point is made, I feel that now is the time to put the pressure on, after all, he may drop, and Black may not have been able to roll constructively after all.

Cedric Lytton: Double/Take

With a racing lead, five men in position to make more points, prospects of a match-winning doubled gammon and only one man back against White's three (cf. Rodney Lighton on 9006 last time), the double is obvious. The differences from 9201 (where Black has lost his market) are chiefly that Black has made only two home-board points, and White has an ace-point anchor which would give him 47% GWC, easily enough compared with the 28% needed at the score with about 25% gammon rate.

Brian Lever: Double/Take

Can Black steal a point here? The issue is whether White is sufficiently on the ropes to concede a point rather than risk the possibility of losing a doubled gammon and the match. All numbers play well, either making the bar- or an inner point. Even so, White has an anchor, and his made 5-point means that Black has to be very circumspect about hitting loose if White enters his blot on an open point. I would guess it's technically correct to hold on to the cube and offer a double next turn if the rolls turn out well. But in practical play I'd want to double this; you never know what view your opponent will have - certainly he's unlikely to welcome the cube, and it's not going to come back any time soon. So double and (reluctant) take.

Richard Biddle: Double/Take

Just about every roll works for Black to either make another home board point or create a prime with plenty of builders. Black would have a very solid position then and must either win enough singles or gammons to justify a double. The one saving grace for White is Black's back checker. Black either builds his board or escapes the back checker, but will strug-

gle to do both effectively. So White has a reluctant take at this stage of the match, hoping that re-entering does not become too onerous.

MC: And last, but by no means, least, Snowie.

Snowie: Double/Take

For money this is not yet a double. White's structure is sound, his ace-point anchor gives him long-term equity and while Black does have some threats they are not overwhelming. No-one should be criticised for doubling however as I have seen many a drop in this type of position (you humans are so fallible).

At 7-7 though it is a different story and Black's gammon threat is enough to make this a good double. As noted above White's structure is sound and he has the security afforded by his anchor. Although scary this is a perfectly clear take - dropping would actually be a blunder. Many a player of the White men will see visions of gammons dancing in their heads and drop, but they would be giving up a huge chunk of equity.

MC: So, that concludes the first of the three, 2008 competitions and at the finishing line it is a very close call between Brian Lever and Steve Hallett, with Brian taking it by 0.01!

The scoring has been based on the equity loss for each position, with 10.00 being top and then it being reduced according to the equity of the chosen play.

More stats can be seen on the following page. ►

Name	9201	9202	9203	9204	9205	9206	Score
Brian Lever	Double/Pass	23/22 13/11	24/21 6/1	13/9(2) 5/1*(2)	13/12* 6/3*	Double/Take	59.88
Steve Hallett	Double/Pass	23/22 13/11	8/3 6/3	13/9(2) 5/1*(2)	13/12* 13/10	Double/Take	59.87
Peter Christmas	Double/Pass	23/22 13/11	8/3 6/3	20/16 13/9 5/1*(2)	13/12* 6/3*	Double/Take	59.70
Richard Biddle	Double/Pass	23/22 13/11	24/21 6/1	20/16 13/9 5/1*(2)	13/12* 6/3*	Double/Take	59.58
Cedric Lytton	Double/Pass	23/22 13/11	8/3 6/3	13/9(3) 9/5	13/12* 13/10	Double/Take	58.87
Dorothy Lee	No Double	23/22 10/8	8/3 6/3	24/20 13/1*	8/5 6/5	Double/Take	57.46
Bob Young	Double/Pass	23/22 13/11	24/16	13/9(2) 5/1*(2)	8/5 6/5	Double/Pass	56.06
Phil Tutchings	Double/Pass	23/22 13/11	8/5 6/1	20/16 13/9(2) 9/5	13/12* 13/10	Double/Pass	55.28

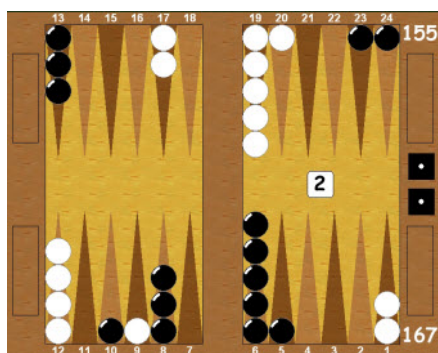
Competition 2008 No2. 9401-06 Positions

By Michael Crane

Welcome to the 2nd of the three Competitions that make up the 2008 season.

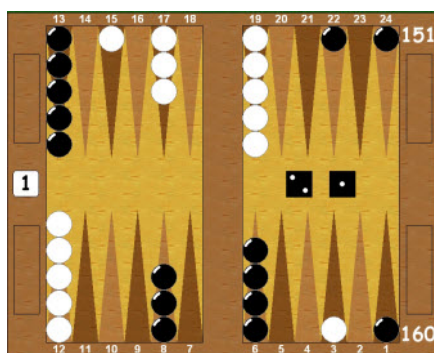
- The winner will win £30 off their accommodation at any Biba tournament.
 - The member with the highest points total at the end of the year will win £75.
- Entries to be in by 15 August 2008 - Answers published 12 September, 2008, Bibafax 96.
Email: to info@backgammon-biba.co.uk and all 'hard copy' to Biba HQ via Royal Mail.

9401



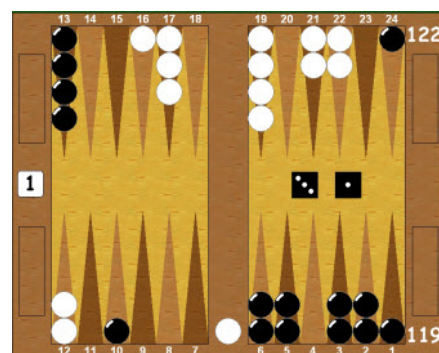
11 point match
Black 2 White 0
Cube action

9402



11 point match
Black 4 White 10 Crawford
Black to play 21

9403



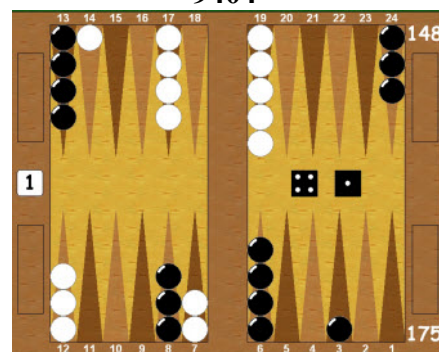
11 point match
Black 5 White 2
Black to play 31

Stats continued from previous page

	Action	Score
9201	Double/Pass	10.00
	No Double	9.63
9202	23/22 13/11	10.00
	23/22 10/8	9.66
9203	8/3 6/3	10.00
	24/21 6/1	9.88
	24/16	9.74
	8/5 6/1	9.21
9204	13/9(2) 5/1*(2)	10.00
	20/16 13/9 5/1*(2)	9.70
	24/20 13/1*	9.43
	13/9(3) 9/5	9.00
	20/16 13/9(2) 9/5	8.62
9205	13/12* 6/3*	10.00
	13/12* 13/10	9.87
	8/5 6/5	8.74
9206	Double/Take	10.00
	Double/Pass	7.58

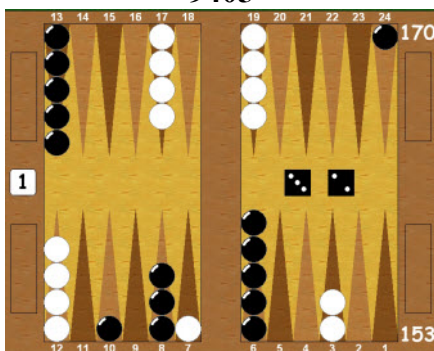
Name	Pts
Brian Lever	59.88
Steve Hallett	59.87
Peter Christmas	59.70
Richard Biddle	59.58
Cedric Lytton	58.87
Dorothy Lee	57.46
Bob Young	56.06
Phil Tutchings	55.28

9404



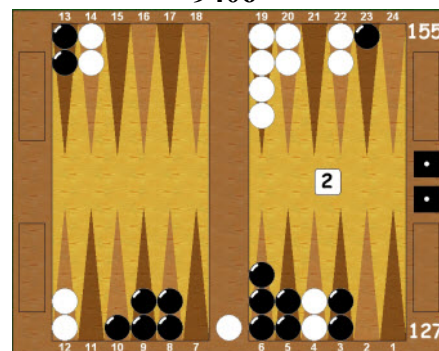
11 point match
Black 2 White 4
Black to play 41

9405



11 point match
Black 3 White 0
Black to play 32

9406



11 point match
Black 3 White 1
Cube action

Changing Backgammon

Changing Backgammon - David Markwick explains his new backgammon variant

The beauty of Piphit is that a tiny rule change to backgammon, which can be grasped in a second, powerfully affects the dynamics of luck and skill, and yet the resulting play is almost identical to the existing game.

Rule change: Zero all/part of each roll

The key innovation is the tempting prospect of sabotaging your opponent. The way this is done is to cancel or "zero" part or all, of a player's roll, meaning no checker move for one or both cancelled dice.

In Piphit a player rolls two standard dice as normal. His opponent then rolls his two dice to try to cancel out the play. Whichever numbers the opponent matches are cancelled.

Use of the doubling cube is permitted before attempting the cancelling roll.

This small rule change has far-reaching consequences.

Consequence A: Compatible with traditional Backgammon

This is a crucial point. Piphit's innocuous rule change is simple enough to not feel threatening. The penny drops immediately. Being able to cancel your opponent's roll sounds like great fun and has instant appeal. Yet despite the rule change, the game feels thoroughly familiar, and plays are natural.

Consequence B: Optimum skill differential

Although Piphit feels like backgammon, the extra permutations generated by single die rolls give Piphit a much larger "state space". The probability of any given number coming up is therefore very different. This alone will totally neutralize existing bots - their ability to analyze static positions and to look ahead is

completely compromised. The same applies to expert players - their current understanding of backgammon theory is rendered obsolete.

The playing field is effectively levelled for all players.

Consequence C: Single die plays

Cancelling dice introduces this brand new category of plays. Single die plays occur around half of the time and give rise to more slowly developing games with more moves. There is less to think about with single die plays, so moves are simpler and faster. The simpler chequer plays make the game easier and more accessible to novice players, and the longer games give good value for money.

Single die plays reduce volatility in the opening and middle games. A joker roll - a perfect number - which might be decisive in traditional backgammon, is often cancelled in Piphit. Vindictive pleasures features strongly. Adding the retaliatory zero roll adds

hugely to the suspense and excitement. Cancelling your opponent's joker roll is enormously satisfying.

This cancelling of decisive rolls makes it harder to reach an unsailable winning position early in the game. Both players make it to the exciting end game.

Consequence D: Climactic end games

Paradoxically, single die plays - which reduce volatility early in the game - lead to massive volatility in the end game.

"Boring" no contact races are a thing of the past. Double sixes in backgammon are usually devastating in a race - not any more. Piphit gives you a fighting chance to kill one of those sixes, leaving your opponent just one six to play. If a trailing player pulls off a few cancelling rolls in quick succession, outrageous swings of fortune are possible.

Closeout positions in Piphit are also transformed. In traditional backgammon, being closed out means having a very slim chance of winning. In Piphit single die plays expose lots of blots in supposedly "safe" closed board positions, giving a player on the bar many more opportunities to get back in the game.

Gammons and backgammons - double and triple games - will be much more frequent in Piphit because trapped chequers can be held back for longer with cancelling rolls. Such extreme volatility can lead to wild high stakes cube action.

A Piphit end game is a real ►

rush. A succession of heart in the mouth rolls with often huge swings of fortune. Both players have a real hope of winning right to the last.

Piphit, in some style, takes every one back to the ideal playing conditions of the nineteen seventies when the theory of backgammon was not so well understood. To put it another way - when no one really knew what they were doing. As a hip nineteen seventies dude you know you have to be there or be square, so you will want to check out this groovy game.

You will need to follow simple dice procedures:-

There are two pairs of dice. One are designated play dice the other Piphit. The player on play always picks up the Piphit dice to

signal his move is finished. The other player then picks up the play dice and rolls.

Bob Koca has said he finds the claim of less skill and more luck for Piphit dubious. He believes backgammon players will carry over their skills. On the other hand, there is too much luck in the game for David Dunkley. He would prefer a more skilful variant.

I think that Piphit is a chameleon. Right now it will have backgammon players going back to basics; coming up with probability tables and working out strategies on how to play the game from there. It must be taking away a lot of the expert player's skill if they are doing that. But as it develops it will become more skilful than backgammon. How can it be otherwise for a game that has over

twelve hundred dice rolls compared with backgammons thirty six? May be it is time for the big bellies at Biba to get in on the action and come up with some conclusions on Piphit.

I would love to be a big belly but unfortunately find that I am firmly in the dazed facial expressions camp when it comes to advanced backgammon theory. It would be "I think I have something" and then fainting if I tried. If a few of the big bellies at Biba would kindly volunteer to spend some time on Piphit; Play it a bit and come up with some findings in time for the next Bibafax then we would be some way down the road to discovering whether Piphit is a passing curiosity or is as high wide and handsome as I think it is.

Piphit event - see page 25

Visit www.piphit.com for the full story on the newest backgammon variant

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



Format: Knockout

Entry Fee: €40

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

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UK FINALS
QUALIFIER**

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

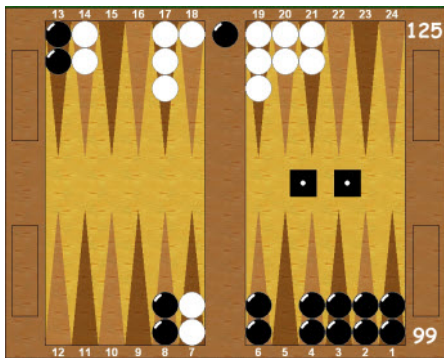


Hello again, Doublet-Master here ☆

Last time we'd elaborated on the method to deal with these tricky bugs.

Then, for the sake of simplicity we'd left out of our analysis factors like match score, cube position, gammons. Now we're going to see an example where these factors do weigh in the situation so that it turns advisable tailoring your play accordingly.

The following position was brought to us in rec.games.backgammon, the backgammon newsgroup, by a controversial character from there, our fellow Monty.



Black (you) is on the bar and has to play 11, he moves counter-clockwise (from 24 to 1). After the obvious: bar/24, the analysis goes on to the remaining three moves.

On a first attempt, we'll use the method explained last time in a general way, assuming the simplest game condition -- a 1-point game. On a second attempt, we'll compare the main alternative plays available, over different game conditions and see whether their relative merits change.

So you ask yourself the three questions:

A: What's your top priority goal in the current situation?

To decide what kind of game you'd strive for, you have to assess how you're standing in the race:

Black: $99 - 4 = 95$, White: 125; big racing lead for Black, therefore you should try running.

B: Which is the first one(s) out of the three aces to move, that best fit your top goal?

Clearly, 24/23 23/22, anticipating the prime. But this leaves us with an ugly last ace to move. Okay, let's stop at 24/23 so we can play the last two aces without creating any outer or inner blots: 13/12(2) or 6/5(2). But this leaves us with a menacing 5-point prime coming up. Which way would you feel the worse? Stuck, not even at the edge of a 5-prime. Then you stoically come up to the 22-point, take a deep breath and see which inner point to sacrifice.

C: What's the most efficient use of the remaining moves?

Just one remaining ace to move. This is an instructive play, kind of bonus beyond the article's subject.

Since you're under the gun and will likely be attacked back there, you should move the last ace so that you could retain as strong a board as possible on the next turn.

Many of you will be surprised to know that the move that best accomplishes this goal is: 6/5!

Excuse me...?! As strong a board?! Yes -- had you played 4/3 or 3/2 or 2/1 and get attacked, you'll use one die to enter and the second die to jump out if you got lucky ...or else have to give up a second inner point!

The other way, 6/5, you'll safety one of your inner blots, leaving only one exposed and retaining a 4-point board. Paradoxical isn't it?

Conclusion: in a general way, best play is: bar/22 6/5.

Now let's see how diverse game conditions may effect the relative value of the various plays available. For these evaluations, I've used a Snowie 3-ply evaluation (no rollout), so please excuse any inaccuracy you could eventually find by doing a rollout yourself. What matters is understanding how the reasoning goes.

Scenario # 1: Moneygame, Score: irrelevant, Cube: any value and side, Jacoby rule in effect.

Now gammons do count. Despite losing quite a few more gammons than the conservative play, the bold play: bar/22 6/5 is still more profitable -- it wins both more gammons itself and more single games.

Scenario # 2: 3-point match, Score: 0-0, Cube: 1

Gammons do count; and, given the very short match length, you do fear them! Here the prudent play's recommended: bar/23 and 13/12(2) or 6/5(2).

Scenario # 3: 5-point match, Score: 0-0, Cube: 1

Gammons do count. Note that the longer the match, the more you can afford losing a gammon, trading for more gammons and single wins for yourself.

Scenario # 4: 5-point match, Score: 0-0, Cube: 2 (either side)

Gammons do count (almost the whole match!). This is a transition scenario -- both bold and conservative plays are roughly equivalent. You should assess some outside factor, such as your personal preference, or your opponent's style or strength. Always keep in mind that 6/5 leads to more gammons for both sides.

Scenario # 5: 3-point match, Score: you lead 2-0 Crawford, Cube: 1

Gammons don't count -- your opponent would double next game anyway. The preference is for 6/5 just as we saw in **Scenario # 0**.

Scenario # 6: 3-point match, Score: you lead 2-1 Crawford, Cube: 1

Gammons count for your opponent! A gammon wins the match for him, and is likely enough to much prefer the conservative play.

Scenario # 7: 3-point match, Score: you trail 0-2 Crawford, Cube: 1

Gammons are useless to your opponent, so you go for the plain best play: 6/5.

Scenario # 8: 3-point match, Score: you trail 1-2 Crawford, Cube: 1

Gammons win the match for you, so you go for the most gammonish play: 6/5.

Well, enough for today. You're left the homework of rolling out some of these scenarios and seeing for yourself how the key plays get ranked up and down over the changing conditions.

Good games ☆

Grunty gruntingdwarf@yahoo.com

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

Manchester One-Day Report by Rodney Lighton

Manchester's 6th annual One Day Tournament was attended by 54 players at Manchester Bridge Club on Sunday 13th April.

This year was our first international event with Tom Duignan from Ireland and Mike Hanson flying in from Dubai, there were also three current or former British Open champions in the field.

As usual five rounds of 5 point matches in the afternoon qualified the top 16 (some who won 3 matches by random draw) for the main final and the rest played in a consolation. No British champions managed to qualify.

Mike Hanson qualified and then won his first 2 matches in the knock out phase. However, he had to get back to the airport to take his plane back to Dubai. An expected train journey was now turned into a taxi booking. His 7 point match semi final became a 5 point match against Rodney Lighton. He quickly won 5-0 and now had only half an hour left to play the final. Myke Wignall very sportingly agreed to play a 3 pointer and two quick games later, Mike H was clutching a trophy, prize money and taking the taxi to the airport where he was in time to get his plane and passengers back to Dubai.

Liverpool players dominated the Consolation and Last Chance with John Wright beating Nick Hession in the former and a very delighted Angie Dell beating Simon Jones in the Last Chance.

Paul Gilbertson beat Rachel Rhodes to win the one point.

As usual everyone enjoyed the buffet lunch and tea, the backgammon and the occasion. Thanks to Lorraine Lighton, Ellie Lighton, Irving Czechowicz and members of the Manchester Club for their hard work on the day.

Results

Main

1	Mike Hanson
2	Myke Wignall
3&4	Rodney Lighton
3&4	Peter Snape
5 to 8	Peter Chan
5 to 8	Nigel Shackleton
5 to 8	Vicky Chandler
5 to 8	Kevin Jones

Consolation

1	John Wright
2	Nick Hession
3&4	Matthew Fisher
3&4	Rob Landsman
5 to 8	Jim Davis
5 to 8	Fak Laight
5 to 8	Rachel Rhodes
5 to 8	Carl Dell

Last Chance

1	Angie Dell
2	Simon Jones
3&4	Adrian Jones
3&4	George Hall
5 to 8	Samya Abdullah
5 to 8	Neil Everitt
5 to 8	Vicky Chandler
5 to 8	Jon Williams

1-Pointer

1	Paul Gilbertson
2	Rachel Rhodes
3&4	Ralph Eskinazi
3&4	Kevin Jones
5 to 8	Roger Keys
5 to 8	John Wright
5 to 8	Phil Tutchings
5 to 8	Matthew Fisher

Grand Prix @ Manchester One-Day

18.58	Mike Hanson
13.42	Myke Wignall
13.41	John Wright
13.40	Angela Dell
9.27	Simon K Jones
6.19	Peter Chan
6.19	Peter Snape
6.19	Vicky Chandler
6.19	Kevin Jones
6.18	Matthew Fisher
6.18	Carl Dell
6.18	Rachel Rhodes
6.18	Fak Laight
6.17	Adrian Jones
6.17	George Hall
4.13	Uldis Lapikens
4.13	Steve Taylor
4.13	Philip Tutchings
4.13	Irving Czechowicz
4.12	Nigel Merrigan
4.12	David Motley
4.12	Maurice Ekpenyong
4.12	Tony Fawcett
4.12	Arthur Wright
2.58	Paul Gilbertson
2.57	Paul Barwick
2.57	Dorothy Lee
2.06	Ralph Eskinazi
2.06	Ann Pocknell



Main:
Myke & Mike
Consolation:
John & Nick
Last Chance:
Angie & Simon
1-Pointer:
Rachel & Paul

County Cups Trophy Report by Michael Crane

Friday 500 (14)

The turnout would have been greater than 14 but the hotel was full thanks to them hosting a Pool championship; this meant that we were allocated fewer rooms . . . and I keep telling you all to BOOK EARLY. In fact there are some venue changes you have to be aware of and these can be seen on the next page.

Nicky Check, the 2007 defending County Cups champion got off to a cracking start after beating Vicki Pemberton in the Final. Thanks to this win, Nicky has now moved into 1st place (see here) with Myke Wignall moving down to 2nd. There's a long way to go but Nicky is now determined to remain at No.1 to pick up the £100 cash after November's tournament . . . but I suspect others might also have such plans!

Main (14/27)

A lot of players were enjoying the sunshine in Portugal at the 3rd Portuguese Open directed by my good friend, Chiva, so numbers for the County Cups were down a bit. One person very happy to be there was Adrian Jones who walked off with the Consolation trophy and a nice handful of Euros! Well done, Adrian.

With an odd entry of 27 we needed a spare player and this, for Round One, was my assistant, Deena Fawcett . . . and her opponent? Tony Fawcett! She gave him a scare and could have finished him off but for her basic doubling knowledge. Watch out, Tony, I'm going to give her some doubling tuition! Tony then won his second match, this time against his pal, Arthur Wright. Here's a position from his 3rd Round match against Chris Purchase:



Chris, playing as yellow hasn't a single checker on his side of the board . . . and he's holding a 2-cube! Chris later turned the cube to 4 and Tony dropped. However, Tony had the last laugh after getting a

2-cube backgammon when Chris's backgame play went against him. This put Tony through as the first on 3/3. He was quickly followed by John Reddington. The next to come in with 3/3 was Peter Christmas after fighting back against Jon Barnes. These three were the only ones to get 3/3 on the Saturday.

Sunday began with Peter vs Tony and John against Mick Vacarey (an 'elevated' 2/3). Tony prevailed and came through 4/4 . . . and so did John - and they met in the 4th Round. From this match, John came out the winner and he then had to wait to see if Peter was able to win against William Spiers. However, it mattered not if Peter won for he still played John in the 6th Round because all other 4/5s had already played him!

Peter didn't beat William . . . and he didn't beat John in the 6th Round, in fact he gained only one point after John beat him 11-1, aided by a gammoned 4-cube. It was one of the shortest matches on record. After the tiebreak it turned out that Tony pipped David Nathan (also on 5/6) into 2nd place by virtue of Tony beating their shared opponent, Peter Christmas.



Good news for everyone . . . John wasn't in the Winner-Takes-All, so we have a rollover of £165 for the English Open next month!

County Cups Consolation (13)

The second part of the weekend's Swiss got off with half the field playing to see who can get 3/3 today. After the 1st Round of the Consolation we had seven on 1 win. The last round gave us four on 2/2; Mike Heard vs Neil Webb and Dave Treacy vs Max Limb (Jerry Limb's son). Mike and Dave prevailed and, after a play-off between them, Mike came out 1st with Dave as Runner-up.



Sorry about the poor quality of this picture

Poker (8)

The Poker saw two entrants, Tony Fawcett and Myke Wignall entering their 5th event, thus being the first to qualify for the Championship. Tony also came 1st (it obviously helps to be the organiser!), and Stewart Pemberton came in 2nd. Paul Gilbertson and Myke came in 3rd and 4th; and the Championship is now hotting up. The full listing can be seen on the next page.

We had a star here this weekend; not just a backgammon star, but also a movie star! If you've seen The Golden Compass you might have spotted Mardi Ohannesian playing a Gyptian . . . who looks just like Mardi. ★

Unfortunately his super-stardom hasn't improved his backgammon though for he crashed out to County Cups defending champion, Nicky Check in the 1st Round.

Here's Mardi looking intelligently at Jim Carter . . . what an actor!



And here he is in close-up!

Finally

It was a good weekend. I would have liked to have seen a few more turn out, but because of Portugal and the Biba room allocation being affected by the Pool Championship it was never going to be very big.

Friday 500 Positions - May

Nicky Check is propelled into 1st place, relegating Myke into 2nd place. Rosey didn't play this weekend and she drops to 6th ... but I'm sure it's temporary!

56	Nicky Check
44	Myke Wignall
39	Vicki Pemberton
38	Paul Gilbertson
38	Stewart Pemberton
37	Rosey Bensley
34	Mardi Ohannessian
29	David Nathan
29	Ed Turner
29	Jeff Barber
27	Tony Fawcett
26	Paul Watts
23	Nigel Merrigan
23	Ray Tannen
22	Gerry Enslin
20	Paul Barwick
20	Tom Duggan
<u>Top 16 players above here</u>	
18	John Hedge
16	Crispin Duke
16	Julian Fetterlein

16	Martin Barkwill	4	David Motley
16	Rida Hassan	4	Dorothy Lee
12	William Spiers	4	Geoff Conn
12	Peter Christmas	4	Irving Czechowicz
12	Mike Waid	4	John Hurst
12	Ralph Eskinazi	4	Julian Minwalla
11	Jerry Limb	4	Lewis Young
11	Arthur Wright	4	Linda Taylor
11	Brian Lever	4	Marc Turner
9	Max Limb	4	Mark Dixon
9	Neil Webb	4	Matthew Fisher
9	Ann Pocknell	4	Michel Lamote
9	Brian Metcalf	4	Neil Young
9	David McNamara	4	Paul Learmount
8	Marcus Wrinch	4	Peter Bennet
7	Andy Darby	4	Philip Vischjager
7	Daniel Tutching	4	Rachel Rhodes
7	Fak Laight	4	Raj Jansari
7	Gaz Owen	4	Ray Kershaw
7	George Hall	4	Richard Biddle
7	John Reddington	4	Robert Tutching
7	Kevin Stebbing	4	Roland Herrera
7	Mike Ireland	4	Roy Hollands
7	Phil Tutchings	4	Simon Barget
7	Tony Lee	4	Stephen Drake
4	Adrian Jones	4	Sue Keeble
4	Cecilia Sparke	4	Sue Metcalf
4	Chris Ternel	4	Tony Walters
4	Costas Costi		

Poker Grand Prix - May

Pts	Player	Ents
71	Tony Fawcett	Q
64	Myke Wignall	Q
84	Paul Gilbertson	4
62	Vicky Pemberton	4
28	Rosey Bensley	4
66	Paul Watts	3
60	Lawrence Powell	3
50	Crispin Duke	3
31	Stewart Pemberton	3
22	Mick Vacarey	3
48	Ann Pocknell	2
46	Kevin Stebbing	2
37	Roy Hollands	2
28	Jerry Limb	2
24	Rida Hassan	2
22	Nigel Merrigan	2
42	Steve Hallett	1
40	Jon Sharp	1
34	Felix Vink	1
32	Philip Vischjager	1

Pts	Player	Ents	Pts	Player	Ents
28	Paul Learmount	1	4	Max Limb	1
26	John Batty	1	4	Eamon Keogh	1
24	Alison Lee	1	4	Gaz Owen	1
23	John Sprague	1	4	Michael Benett	1
22	Tony Lee	1	3	John Hurst	1
21	Dave Moon	1	3	Mick Butterfield	1
20	Blaine Buchanan	1	2	Andy Bell	1
19	Mark Dixon	1	2	Costas Costi	1
17	Carter Mattig	1	2	Phil Tutchings	1
14	Cecilia Sparke	1	1	Andy Darby	1
14	Mo Vafaei	1	1	Larry Bennett	1
13	David McNamara	1	Tony and Myke keep swapping positions and they are the first to qualify having now entered 5 events. However, once three others (Paul Gilbertson, Vicki Pemberton and Rosey) qualify it'll all change!		
13	Jacky Hamilton	1			
12	Daniel Tutchings	1			
12	Ralph Eskinazi	1			
12	Stephen Drake	1			
11	Robert Tutchings	1	Prize Fund stands at £474		
10	Ray Fard	1			
7	Marc Turner	1			
7	Steve Pettit	1			
6	Neil Young	1			
5	Andreas Vrhosek	1			

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

Jun 6,7,8	Barceló English Open (Sponsored by PartoucheGammon)	GP	-	Daventry	Knockout
Jul 4,5,6	Keren Di Bona Memorial	GP	-	► Hinckley	Knockout
Jul 19,20	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	-	► Hinckley	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			► Walton Hall	Double KO

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

Important: Three events have been moved from the Barceló Daventry to other locations. This is due to the Biba room allocation. Full details on the next page ►

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

Due to 'technical difficulties' I am unable to complete the Local Clubs guide. If you would like to have your local club included in this section, please send me the details for publication in the next issue.

Local Clubs

- 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

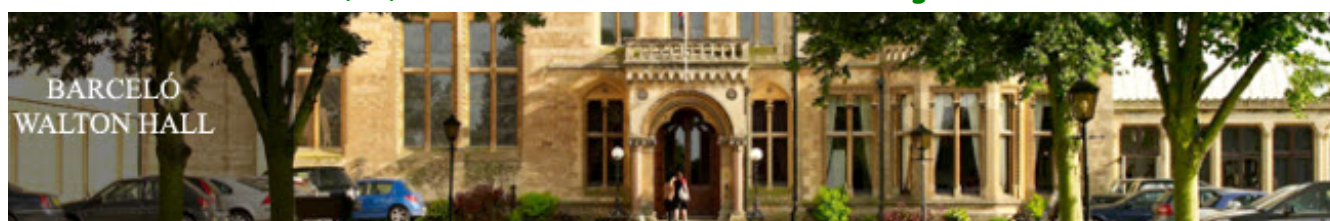
For a long time now I have been telling you to **BOOK EARLY** to ensure you get a room for the events you want to enter, and still too many of you are leaving it too late. Three events this year have to be moved in order to be certain that there are enough rooms available to meet demand. The events that will move from Daventry are:

July 4, 5, 6: Keren di Bona Memorial Trophy Moving to Hinckley Island

September 5, 6, 7: Backpacker Trophy Moving to Hinckley Island



December 5, 6, 7: Gilbertson UK Finals Moving to Walton Hall



There are no changes to the rates and each hotel can be seen via www.barcelo-hotels.co.uk



British Isles Backgammon Association
Paramount Hotels



Bringing You Backgammon

Forthcoming Events ... See pages 7, 19 and 26

4, 5, 6, July - Keren Di Bona Memorial Trophy

Sponsored by Emmanuel Di Bona, this four element Knockout tournament offers the usual Main, Progressive Consolation, Last Chance and the Bona of Contention. Also, this tournament will feature a 3-point **Piphit** knockout on the Saturday evening with a 1st Prize of £25! (see page 18 for details).

Piphit

1, 2, 3 August - SAC Trophy

The third 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
PartoucheGammon**

Present a PartoucheGammon Tour Super Satellite event

THE ENGLISH OPEN

6, 7, 8 June 2008

Barceló Daventry Hotel

PartoucheGammon 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.



A New Broom(field) Sweeps Clean!

John Broomfield is an avid reader. He reads newspapers and magazines from cover to cover, never missing a word ... and never missing any mistakes!

He writes: Re: Bibafax 93. Many thanks for the Bibafax - and I have now caught up with my reading. Some things never change! A few points as follows:-

- *Page 9: The three moves suggested in position 01 are not the same three moves as subsequently scheduled.*
- *Page 11: The same applies for position 10. In the narrative I suspect that 8/5 6/5 is meant to be 8/5 7/5.*

Oh dear, he's caught me out again! Here are the corrections:

Position 01	gwc %	gc %	-eqty
13/8 13/10	41.2	9.0	
8/3 6/3	51.4	15.5	-0.358
13/5 A	57.7	23.1	-0.642

Position 10	gwc %	gc %	-eqty
8/5 7/5	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

I think this is OK, but I know that John will be in touch to put me right if it (and anything else in this issue) isn't! ☆

Hey,
do you want to make a few quid? Look at the fantastic bargain below regarding Snowie 4.
No wonder MC is in tears!



Once upon a time there was a Snowie reseller called MC. He sold lots and lots of Snowie programs, each one costing \$380. When converted to sterling this was loadsamoney and he was very happy.

But one day things changed. The dollar slumped against the pound and, although he continued selling Snowies for \$380 he wasn't making loads at all. This made him cry!

Isn't it about time you made a grown man cry? Order your copy of Snowie today - you can even try it out for 20 days. To make MC cry you'll need to purchase your copy via the Biba Shop: www.backgammon-biba.co.uk/shop.html. Then, after you've got your copy, email him at info@backgammon-biba.co.uk to register for a free prize draw of one year's subscription to Bibafax in full colour for 2009!

This offer only applies to copies purchased during May and June 2008

Tournament Results

British Open, 4, 5, 6 April, 2008

Main (79)

1	Ann Pocknell
2	Uldis Lapikens
3&4	Tom Duggan
3&4	Dave Moon
5to8	Dave Treacy
5to8	Ian Tarr
5to8	Paul Gilbertson
5to8	Peter Christmas

Last Chance (64)

1	Brian Lever
2	Peter Bennet
3&4	Tony Walters
3&4	Lawrence Powell
5to8	Cynthia Roberts
5to8	David Nathan
5to8	Stuart Mann
5to8	Steve Hallett

Friday 500 (40)

1	Paul Gilbertson
2	Julian Fetterlein
3&4	Rida Hassan
3&4	Mike Waid
5to8	Nicky Check
5to8	Ed Turner
5to8	Crispin Duke
5to8	David McNamara

Consolation (75)

1	Peter Christmas
2	Mike Heard
3&4	Rachel Rhodes
3&4	Ray Tannen
5to8	Arthur Wright
5to8	Roland Herrera
5to8	Julian Fetterlein
5to8	Cecilia Sparke

The Noodle (32)

1	Tony Fawcett
2	Marcus Wrinch
3&4	Linda Taylor
3&4	Roland Herrera
5to8	Marc Turner
5to8	Mark Dixon
5to8	Kevin Stebbing
5to8	Jon Sharpe

Poker (32)

1	Steve Hallett
2	Jon Sharp
3&4	Kevin Stebbing
3&4	Paul Gilbertson
5to8	Felix Vink
5to8	Paul Watts
5to8	Crispin Duke
5to8	Ann Pocknell

Grand Prix points @ British Open:

6.18	Roland Herrera
6.18	Adrian Jones
24.77	Ann Pocknell
24.77	Uldis Lapikens
18.57	Mike Heard
13.42	Dave Treacy
13.42	Dave Moon
13.41	Peter Christmas
13.41	Rachel Rhodes
13.40	Brian Lever
9.29	Ian Tarr
9.29	Sean Casey
9.29	Tony Fawcett
9.29	Tom Duggan
9.28	Ray Tannen
9.28	Julian Fetterlein
9.28	Arthur Wright
9.27	Peter Bennet
6.19	Lawrence Powell
6.19	Liz Perry
6.19	Kevin Stebbing
6.19	David Nathan
6.19	Mark Dixon
6.19	Paul Gilbertson
6.19	Cecilia Sparke
6.18	Jon Barnes
6.18	Daniel Tutchings
6.17	Tony Walters
4.13	Nigel Merrigan
4.13	Peter Chan
4.13	Jeff Barber
4.13	Martin Barkwill
4.13	David McNamara
4.13	Raymond Kershaw
4.13	Stuart Mann
4.13	Felix Vink
4.13	Myke Wignall
4.13	Neil Young
4.13	Carter Mattig
4.13	Crispin Duke
4.13	Miles Farren
4.13	Rida Hassan
4.13	Steve Grundy
4.13	Gaz Owen
4.13	Andreas Vrhosek
4.12	Steve Hallett
4.12	Paul Watts
4.12	Stuart Pemberton
4.12	Lewis Young
4.12	Sam Goodwin

Team (12)

1	Marcus Wrinch
4.11	Cynthia Roberts
4.10	Marcus Wrinch
2.58	Tim Mooring
2.58	Edwin Turner
2.58	Tim Line
2.58	Dorothy Lee
2.58	Mike Waid
2.58	Marc Turner
2.58	John Sprague
2.57	Mardi Ohannessian
2.57	David Motley
2.57	Rosey Bensley
2.57	Jeremy Limb
2.57	Irving Czechowicz
2.56	Linda Taylor
2.06	Paul Barwick
2.06	Nicky Check
2.06	Blaine Buchanan
2.06	Julian Minwalla
2.06	Gerry Enslin
2.06	Phil Tutchings
2.06	John Hedge
2.05	Jon Sharpe
1.55	George Hall

2008 UK Finals - The Pre-Qualifiers

The players on the right have all qualified for the Gilbertson UK Finals for December, each one gaining entry into the 16-player Finals and one free night's accommodation! If you'd like to join them all you have to do is win one of the three remaining UK Qualifier events - SAC, Irish Open, Townharbour. The Swiss format events, SAC and Townharbour offer the best chances being 6 x 11 point matches.

Mark Heidenfeld
John Hedge
Ray Tannen
Ann Pocknell
John Reddington

County Cups Trophy, 2, 3, 4 May, 2008

Main (14/27)			Consolation (13/27)			Friday 500 (14)		
		wins / gp			con / wins / gp			
1	John Reddington	6 24.77	1	Mike Heard	3/4 9.29	1	Nicky Check	
2	Tony Fawcett	5 17.55	2	Dave Treacy	3/4 6.19	2	Vicki Pemberton	
3	David Nathan	5 13.42	3	Neil Webb	2/3 7.74	3&4	William Spiers	
4	Paul Gilbertson	4 9.29	4	Uldis Lapikens	2/3 6.19	3&4	Peter Christmas	
5	Bill Spiers	4 10.84	5	Linda Taylor	2/2 4.13	5 to 8	David Nathan	
6	Stuart Pemberton	4 11.35	6	Max Limb	2/3 6.19	5 to 8	Tony Fawcett	
7	Jon Barnes	4 11.35	7	Edwin Turner	1/2 4.13	5 to 8	Max Limb	
8	Gerry Enslin	3 7.74	8	Myke Wignall	1/2 4.13	5 to 8	Neil Webb	
9	Peter Christmas	3 9.29	9	Arthur Wright	1/2 5.68			
10	Larry Bennet	3 6.19	10	Paul Barwick	1/1 2.58			
11	Mick Vacarey	3 8.25	11	Vicky Pemberton	0/1 4.13			
12	Nicky Check	3 7.74	12	Mardi Ohannessian	0/1 2.58			
13	Jeff Barber	3 7.74	13	Jeremy Limb	0/0			
14	Chris Purchase	2 6.19						

Ranking Changes @ County Cups

New	Old		1751	1731	Mike Heard			
1588	1595	Jeff Barber	1819	1830	Uldis Lapikens			
1599	1568	Jon Barnes	1449	1512	Jeremy Limb			
1356	1387	Paul Barwick	1502	1500	Max Limb	1423	1440	Linda Taylor
1482	1476	Larry Bennet	1840	1787	David Nathan	1550	1544	Dave Treacy
1696	1711	Nicky Check	1583	1626	Mardi Ohannessian	1629	1663	Edwin Turner
1770	1786	Peter Christmas	1538	1506	Stuart Pemberton	1370	1359	Mick Vacarey
1556	1550	Gerry Enslin	1325	1381	Vicki Pemberton	1597	1592	Neil Webb
1615	1552	Tony Fawcett	1432	1454	Chris Purchase	1465	1489	Myke Wignall
1724	1699	Paul Gilbertson	1604	1516	John Reddington	1462	1490	Arthur Wright
			1600	1568	Bill Spiers			

Grand Prix Championship May 2008

61.38	Uldis Lapikens	18.58	Mike Hanson	9.28	Julian Fetterlein
48.49	Tony Fawcett	18.57	Bill Young	9.27	Simon K Jones
47.46	Ray Tannen	18.56	Michel Lamote	9.27	Michael Bennett
44.85	Rachel Rhodes	18.04	Crispin Duke	8.25	Martin Barkwill
41.28	Mike Heard	17.55	Raymond Kershaw	8.25	Larry Bennet
38.71	Myke Wignall	17.54	Rida Hassan	8.24	Linda Taylor
35.09	Ann Pocknell	17.50	Brian Lever	7.74	Neil Webb
34.55	Edwin Turner	15.48	Ralph Eskinazi	6.19	Peter Snape
34.05	John Reddington	15.48	Kevin Stebbing	6.19	Liz Perry
34.02	Adrian Jones	15.48	Ian Davidson	6.19	Mark Dixon
32.51	Paul Gilbertson	14.94	David Motley	6.19	Mick Butterfield
32.00	Mark Heidenfeld	13.93	Lawrence Powell	6.19	Andrew Darby
31.99	David Nathan	13.42	Arthur Musgrove	6.19	John Batty
31.47	Stuart Pemberton	13.42	David Barker	6.19	David Horner
30.96	John Hedge	13.42	Dave Moon	6.19	Chris Purchase
30.44	Peter Christmas	13.41	John Wright	6.19	George Miltiadou
29.38	Arthur Wright	13.40	Angela Dell	6.19	Phil Tutchings
28.89	Tom Duggan	13.40	Philip Virschjager	6.19	Lars Justsen
27.85	Gerry Enslin	12.38	Stephen Drake	6.19	Walter Busato
26.83	Jeff Barber	12.38	Vicky Chandler	6.19	Cecilia Sparke
25.80	Peter Chan	12.37	Nigel Merrigan	6.19	Max Limb
25.79	Jon Barnes	11.86	Paul Watts	6.18	Matthew Fisher
25.29	Chris Ternel	10.84	Bill Spiers	6.18	Carl Dell
23.73	Mick Vacarey	10.32	Stuart Mann	6.18	Roland Herrera
23.71	Marcus Wrinch	10.31	Rosey Bensley	6.18	Andy Bell
22.69	Peter Bennet	10.31	Fak Laight	6.18	Sue Keeble
22.67	Nicky Check	10.31	Jonathan Powell	6.18	Jackie Griffiths
21.13	Dorothy Lee	9.78	George Hall	6.18	Mike Ireland
20.09	Mardi Ohannessian	9.29	Ian Tarr	6.18	Daniel Tutchings
19.61	Dave Treacy	9.29	Raj Jansari	6.17	Tony Walters
19.08	Paul Barwick	9.29	Sean Casey		
19.01	Irving Czechowicz	9.29	Neil Davidson		
18.58	Roy Hollands	9.29	Howard Furr-Barton		

Top 96 Players

Ranking Championship, May 2008

played / points / player (played 6 or higher. Q = Qualifier)

Q 2052.14	Uldis Lapikens	12 1145.83	Vicky Pemberton	8 1316.13	Paul Watts
Q 2002.57	Tony Fawcett	11 1843.27	Chris Ternel	8 1253.50	Fak Laight
Q 1933.00	David Nathan	11 1738.45	Dave Treacy	7 2031.29	Mark Heidenfeld
Q 1835.79	Paul Gilbertson	10 1890.90	Ann Pocknell	7 1876.57	Ray Kershaw
Q 1770.57	Adrian Jones	10 1736.80	Peter Chan	7 1861.14	John Reddington
Q 1765.43	Myke Wignall	10 1468.30	Rachel Rhodes	7 1806.57	Roy Hollands
Q 1762.50	Gerry Enslin	10 1387.40	Crispin Duke	7 1641.00	Johnathan Powell
Q 1716.79	Jeff Barber	9 1888.56	Peter Bennet	7 1632.86	Lawrence Powell
Q 1707.36	Stewart Pemberton	9 1851.89	Ray Tannen	7 1481.29	Larry Bennett
Q 1694.64	Ed Turner	9 1778.78	John Hedge	7 1269.29	Vicky Chandler
Q 1677.43	Peter Christmas	9 1732.33	Kevin Stebbing	6 1766.50	William Spiers
Q 1644.14	Mick Vacarey	9 1579.44	Stephen Drake	6 1745.67	Rida Hassan
Q 1513.71	Mardi Ohannessian	9 1288.89	Arthur Wright	6 1675.00	Neil Webb
Q 1507.29	Nicky Check	8 1759.50	Tom Duggan	6 1576.50	Max Limb
Q 1455.50	Paul Barwick	8 1660.63	Ian Davidson	6 1491.33	Paul Plumptre
13 1803.62	Mike Heard	8 1514.13	David Motley	6 1414.00	Chris Purchase
13 1584.23	Jon Barnes	8 1349.88	Linda Taylor		
12 1677.58	Marcus Wrinch	8 2052.14	Rosey Bensley		

Active Rankings, May, 2008 (Top 80)

2022	Julian Fetterlein	1731	Simon Barget	1583	Mardi Ohannessian
1942	John Slattery	1728	Philip Virschjager	1583	David Barker
1928	Ray Tannen	1724	Paul Gilbertson	1577	Eddie Barker
1920	Lawrence Powell	1717	Sean Casey	1573	John Hedge
1908	Brian Lever	1716	Tim Mooring	1571	Andrew Darby
1880	Stuart Mann	1713	Mick Butterfield	1570	Mark Dixon
1866	Mark Heidenfeld	1703	Giorgio Castellano	1568	Roland Herrera
1855	Tony Lee	1696	Nicky Check	1560	Alistair Hogg
1848	Adrian Jones	1678	Brendan Burgess	1560	Vicky Chandler
1840	David Nathan	1665	Roy Hollands	1556	Gerry Enslin
1819	Uldis Lapikens	1640	Bob Young	1552	Dave Moon
1814	Rachel Rhodes	1636	Chris Bray	1550	Dave Treacy
1810	Stephen Drake	1635	Martin Barkwill	1547	Dorothy Lee
1806	John Hurst	1630	Peter Chan	1545	Geoff Conn
1803	David Startin	1629	Edwin Turner	1545	Howard Furr-Barton
1797	Ann Pocknell	1625	Eamon Keogh	1538	Sue Keeble
1796	Peter Bennet	1620	Raymond Kershaw	1538	Stuart Pemberton
1789	Nigel Merrigan	1619	Tim Line	1535	Sean Williams
1781	Chris Ternel	1615	Tony Fawcett	1532	Cecilia Sparke
1780	Tom Duggan	1604	John Reddington	1529	Mahmoud Jahanbani
1770	Peter Christmas	1601	David Motley	1526	Simon Morecroft
1756	Steve Hallet	1600	Bill Spiers	1526	Marcus Wrinch
1751	Mike Heard	1599	Jon Barnes	1525	Ian Davidson
1747	Raj Jansari	1597	Neil Webb	1519	Neil Davidson
1746	Kevin Stebbing	1596	Carter Mattig	1507	Daniel Tutchings
1735	Ian Tarr	1588	Jeff Barber	1506	Bill Young
1733	Arthur Musgrove	1585	Rida Hassan		

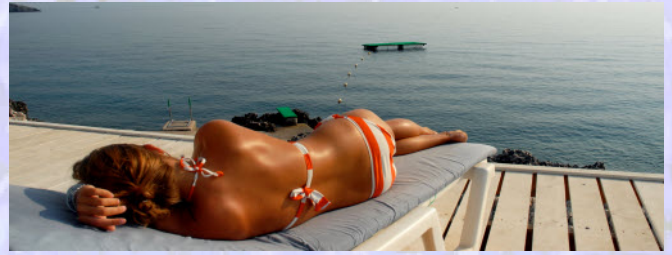
Grand Prix	Prize	Ranking
Uldis Lapikens	£191.10	Uldis Lapikens
Tony Fawcett	£136.50	Tony Fawcett
David Nathan	£109.20	Ray Tannen
Paul Gilbertson	£81.90	Rachel Rhodes
Adrian Jones	£54.60	Mike Heard
Myke Wignall	£40.95	Myke Wignall
Gerry Enslin	£27.30	Ann Pocknell
Jeff Barber	£13.65	Edwin Turner
Stewart Pemberton	£13.65	John Reddington
Ed Turner	£13.65	Adrian Jones

Uldis and Tony are online for a hefty payout in January! No doubt this listing will alter over the next few months, but I am sure both of them will be cashing in no matter what. Take a look at the Ranking and Grand Prix listings to see what your chances are of being in the money. The more events you enter (and place well in) the greater your chance of being a winner.

The fund currently stands at £1365.

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

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