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Partouche Casino Security Expose Dice Mechanic at June Tournament

A backgammon player from the Republic of Georgia has allegedly been caught red-handed while playing with rigged dice at a PartoucheGammon Tour event being held at Casino Forges-les-Eaux (France - Stop 6) this past Sunday, June 22, 2008.

The player in question is Badri Tsertsvadze of Georgia who was apprehended by the security team of the casino. Tsertsvadze was purportedly using rigged dice in the playing room of the tournament during the final day of the PGT competition.

A subsequent police investigation indicated that the dice he was using had been expertly altered - the 2s on the dice had been changed to 5s. Tsertsvadze was charged with attempted fraud in the local jurisdiction and must appear before a judge at the Dieppe Court in Normandy on December 4, 2008.

It is suspected that Tsertsvadze may have been utilizing rigged dice at a number of different Backgammon tournaments for about a year or so, including first place at the Enghien les Bains Open, and another substantial prize in that same event.

PartoucheGammon communicates that "Rules and controls shall be reinforced in the PartoucheGammon Tour's live tournaments" and that any such amendments to the rules will be published soon.

Partouche Director Eric Guedj has also begun to communicate with a number of other prominent international tournament directors since Sunday seeking a comprehensive agreement in proposing and enforcing more ample live event procedures as well as the implementation of new security controls.

Eric Guedj further remarked that, "Backgammon players have the right to a fair and honest game and this abuse is shameful. Partouche will vigorously continue to protect the players from this and any other type of cheating, and discourage rogue players from coming to Partouche events and casinos; they must know that no one can come and cheat in our games! And they now are fully aware of the legal consequences. This is a serious issue and it damages the concept, as well as the spirit of live backgammon play."

The Partouche Group is renowned for the efficiency of its security system and have caught people cheating in a variety of games in the past.

Main (39)

- 1 Edward O'laughlin (USA)
- 2 Kakhaber Natchkebia (Geo)
- 3/4 Guil Draï (Fra)
- 3/4 Giorgio Castellano (Ita)

Consolation

- 1 Olivier Croisille (Fra)
- 2 Jean Philippe Rohr (Fra)
- 3/4 Raj Jansari (Eng)
- 3/4 Volker Sonnabend (Ger)

Last Chance

- 1 Athanasios Lagopatis (Ger)
- 2 Serge Dahan (Fra)

Ladies Prize : Cécile Wolf (Fra)

Fair Play Prize : Richard Saint Pierre (Fra)

Double Consultation : 4 Teams

Winners : Franck Stepler (Fra) & Serge Dahan (Fra)

Finalists : Fernando Braconi (Ita) & Fabrizio Losurdo (Ita)

Warm Up : 28 Players

Winner: Louisa Sequeira (Por)

Blitz : 16 Players

Winner: Fabrizio Losurdo (Ita)



Ed O'laughlin



Partouche Director Eric Guedj adds, "This recent affair is a wake-up call for Tournament Directors everywhere. We need to sit down together, and together carry out the groundwork to create a competent, legitimate and respected Backgammon authority - one that will lay down the foundation to standardize tournament rules and procedures. This is good for our game, everywhere, and I cannot see Backgammon progressing without such an authority."

How Good Is Your Backgammon?

Asks Michael Crane & Snowie

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

When you come to ??? the position is shown along with candidate moves. Cover up the text below the moves and decide which of the moves is your choice. Keep a record and at the end see how you scored. The match is to 15 points, Kent is playing Black and Mike, White.

We continue coverage in Game 12 with just one point separating the two players.

Game 12

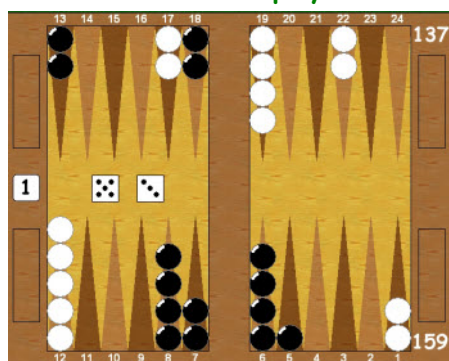
Kent Goulding : 8 Mike Maxakuli : 9

01) 51: 13/8 6/5 53: 8/3 6/3

02) 66: 24/18(2) 13/7(2)

Eschewing the traditional opening 51 move of 24/23 13/8, Kent slots his 5-point, Mike misses, then Kent rolls 66 and fails to cover his 5-point blot. It's here we come to our first position with Mike (w) on roll:

??? White to play 53



13/5
24/16
13/8 6/3
13/8 13/10
24/21 13/8

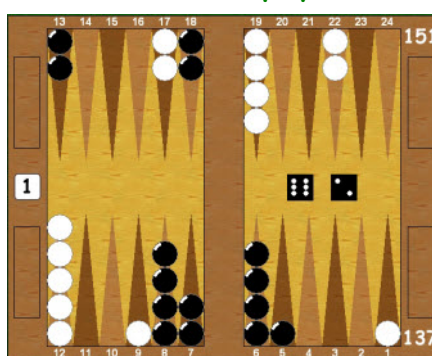
Once you've made your 3-point with an early 53 roll, the next one is often dictated by your opponent's previous moves(s). At the moment black is very flat in the outer boards, all his viable builders are straddling his bar-point, so is it time to provoke him into some sort of contact with 13/8 13/10 and duplicate 3s? No it isn't! To do so would be a blunder; as would playing 13/8 6/3. Even slotting your own

5-point is a blunder. What you need to do here is to move a runner up 24/21 to threaten the formation of the black prime and at the same time cover most of the black outer board. Of course, if you do this then it's accompanied by 13/8. The actual move of running the whole dice cover with a 4, and he's got plenty of rolls that'll do that and cover his 5-point blot. The benefit of leaving the blot on the 21-point is the possibility of making an advanced anchor instead of leaving one lone checker back on its own.

24/21 13/8 5
24/16 3 A
13/5 2
13/8 13/10 1
13/8 6/3 0

53: 24/16

??? Black to play 62



13/5
8/2 7/5
7/1* 7/5

Immediately we have our next position. Having slotted his 5-point and had it missed a couple of times black must cover it; but with what roll? If you chose 8/2 7/5 I'd like to know why! It is a huge blunder and simply swaps one point for another and adds two blots! The actual play of 7/1* 7/5 is an error (actually, almost a blunder @ -0.028); its only redeeming feature is it leaves minimum shots off the bar (30.55%). Although moving 13/5 leaves a double-shot, 1s and 3s, it is a lot better and it keeps the spare checkers on the 8- and 5-points, active -

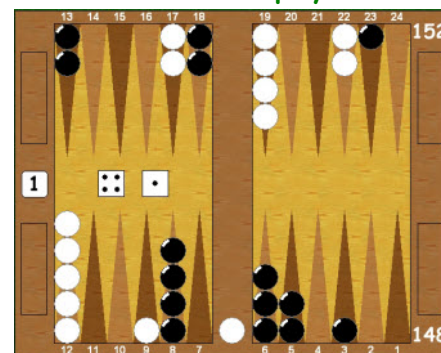
and the white runner is still isolated on the 1-point.

13/5 5
7/1* 7/5 4 A
8/2 7/5 0

03) 62: 7/1* 7/5 21: 25/24* 24/22
04) 32: 25/23 6/3*

A blot-hitting contest has ensued and now black has to decide whether or not to keep it going:

??? White to play 41



25/21 6/5
25/21 3/2*
25/24 6/2*
25/24 13/9
25/21 16/15

If you hit with 3/2*, expect zero points for it is very wrong! Slotting the 5-point with 6/5 is brave, but misguided for you want to avoid sending such 'safe' checkers back to square one! What needs to be done here is to keep banging away at the blots, so 25/24 6/2* is correct... but not by much! It will rob black of half a roll and might even lead to him not covering his 3-point blot; but it might also lead to another white checker (or two) on the bar.

The two remaining plays are safe and sure(ish). Playing 25/24 13/9 could mean coming off the white bar-point to hit (in the absence of 52 or 43); and 25/21 16/15 has the small advantage of duplicating 3s.

25/24 6/2* 5 A
25/24 13/9 4
25/21 16/15 4
25/21 6/5 0
25/21 3/2* 0

Continued on the next page ►



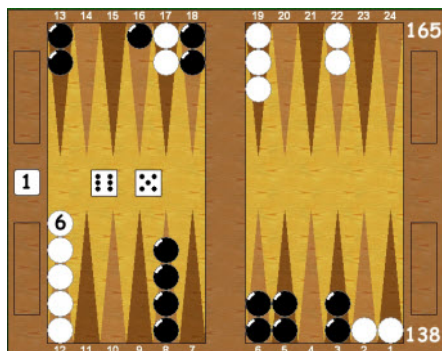
Backgammon Art

If you have the colour or CD version of Bibafax, then you're in for a colourful treat on page 15 of this Bibafax!

41: 25/24 6/2*
 05) 32: 25/23* 6/3
 06) 43: 23/16

The blot-hitting tactic didn't pay off for white and black's 32 off the bar was a terrific roll. White now has to decide how best to play a 65:

??? White to play 65



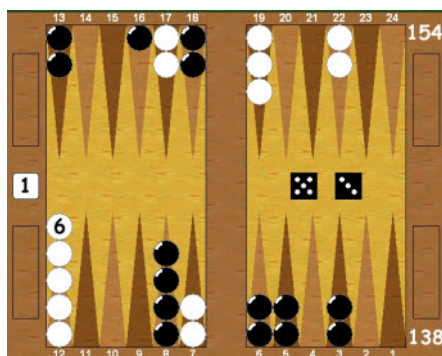
13/2
 24/13
 21/18 13/8
 24/18 23/18

OK, did you spot the only possible correct play? It is the pure 24/18 23/18, anchoring on the 18-point. I know a lot of the time you'll have a difficult job clearing it safely, but you do have plenty of time in which to roll a double; whereas black is already under duress.

24/18 23/18 5 A
 Anything else 0

65: 24/18 23/18

??? Black to play 53



16/8
 8/3 8/5
 16/11 8/5
 16/13 8/3
 18/13 16/13

The actual move here of 16/13 8/3 is too passive and loses a 4-point builder, the next point that black should ideally be

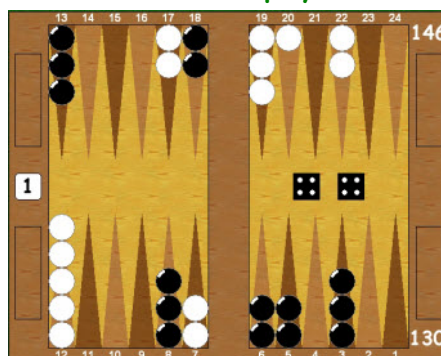
aiming for. Although it looks very ugly and stacky, 16/8 at least hasn't been played past the open 4-point. Best is the teasing play of 16/11 with 8/5.

At the moment white doesn't have a threatening home board and hitting now from the safety of his 18-point isn't going to be too effective. The remaining two moves achieve nothing for black and everything for white!

16/11 8/5 5
 16/8 4
 16/13 8/3 3 A
 8/3 8/5 0
 18/13 16/13 0

07) 53: 8/3 16/13 62: 13/5

??? Black to play 44



18/10(2)
 13/9(3) 8/4
 18/14(2) 13/5
 18/14(2) 8/4(2)
 18/14(2) 13/9(2)

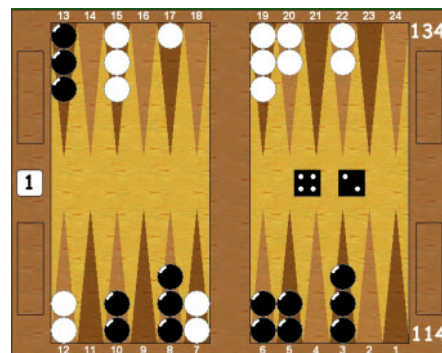
This lovely 44 puts black 32 pips ahead in the race and if not played 18/10(2) is wasted! All the other moves are just big blunders and warrant no points at all. In ascending order of awfulness:

18/14(2) 13/9(2) leaves a shot with 1s and 6s; 18/14(2) 13/5 makes it difficult to get the back four checkers safe and leaves just one spare checker to take a 6; 18/14(2) 8/4(2) makes a useless 4-point and leaves a shot with 1s; and finally, 13/9(3) 8/4 leaves the back two checkers completely alone and without any communication with their peers.

18/10(2) 5 A
 The remainder 0

08) 44: 18/10(2) 33: 13/10(3) 8/5

??? Black to play 42



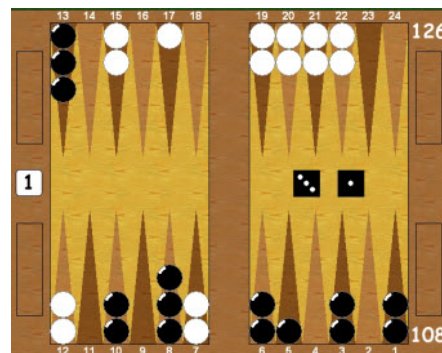
8/2
 5/1 3/1
 8/4 3/1
 6/2 3/1
 10/6 10/8

Surprising to see that the best move here is to clear the 10-point! It's only a marginal gain over the actual play of 5/1 3/1 @ -0.026, with game winning chances trivially reduced from 70.8% to 70.2%. Equally as good as the actual play is 8/4 3/1 - although I suspect that the two blots might encourage white to try and escape a back checker. Leaving three home board blots isn't too bad @ -0.046, but this almost guarantees that white'll run if he can - or so you'd might think! The only time Snowie vacates the 18-point after black plays 6/2 8/1 is with double 5s or 4s! Finally 8/2 (which looks good) is the worst @ -0.057. Errors, but no blunders!

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

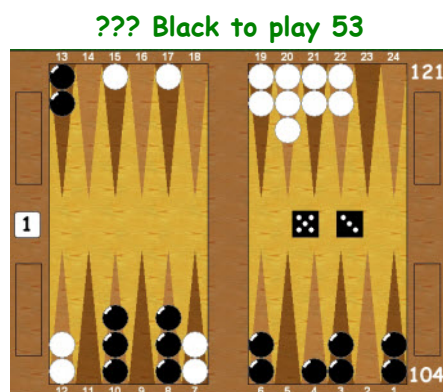
09) 42: 5/1 3/1 62: 10/4 6/4

??? Black to play 31



8/4
 8/5 6/5
 13/10 6/5
 13/10 5/4
 13/10 3/2

10) 31: 13/10 5/4 32: 10/5



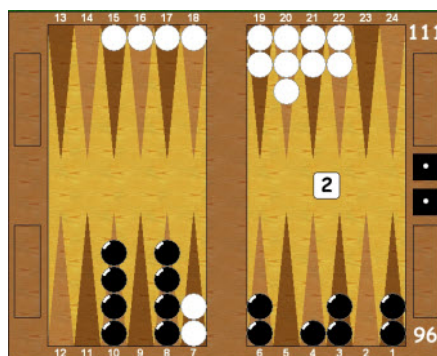
10/2
10/5 8/5
13/8 13/10

What a great 5-point maker this roll is! 10/5 8/5 is great, isn't it? It makes full use of the spare checkers on the 10- and 8-points doesn't it? And it is this obsession with the 5-point that makes this move a massive blunder @ -0.391! All you have to do to win this game is to get your checkers safely in and quickly off; therefore you should be concentrating on clearing your mid-point with this tailor-made roll for doing so!

13/8 13/10	5 A
10/2	0
10/5 8/5	0

11) 53: 13/8 13/10 64: 13/7 13/9

Black is just 15 pips ahead in the race, he has an equal number of crossovers (8) with white; but he's in a very strong position here to cube white out.

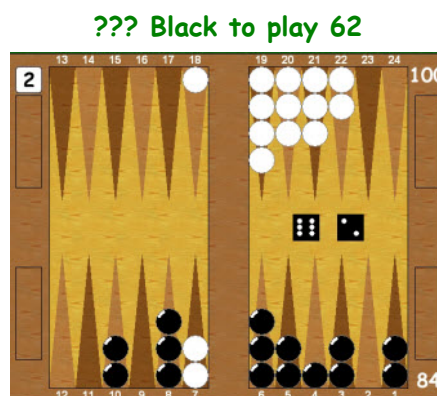


Black cube action

White still fancies his chances in this game and he takes! He's unlikely to get a shot, and the argument that he might roll big doubles and pull ahead also applies to black. Snowie says:

Double/pass	1.00	
No double	0.912	-0.088
Double/take	1.077	+0.007

12) Doubles to 2	Takes
13) 43: 10/6 8/5	43: 10/6 8/5
14) 41: 10/5	31: 9/6 5/4


$$\begin{array}{l} 8/2 \quad 3/1 \\ 8/2 \quad 6/4 \\ 8/2 \quad 5/3 \\ 8/2 \quad 4/2 \\ 10/4 \quad 10/8 \end{array}$$

White is hanging in there, now having taken the cube; and he'd have liked to have seen 66 here instead of 62. So, how best to play this, our last position? With the 2-point empty there's the temptation to play at least one of the dice into the slot; but it would be wrong to do so. In fact any roll that involves this slot is an error!

The more deductive among you will have thus surmised that clearing the 10-point is therefore correct! By doing so it minimises the chances of leaving white the much-needed hit he needs to turn this game to his favour.

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

The race then begins.

15) 62: 10/4 10/8 65: 18/12 18/13
16) 62: 8/2 8/6 63: 12/6 13/10
17) 51: 8/2 62: 10/4 7/5
18) 41: 8/4 1/0

Black gets the first checker off and is guaranteed a couple off next roll, too; whereas white might roll one (or even worse) both of his empty points . . . but he rolls just one . . .

19) 42: 4/0 2/0
... and another!

20) 44: 6/2(2) 4/0(2) 64: 6/0 4/0
 21) 32: 3/0 2/0 64: 6/0 4/0
 22) 61: 6/0 1/0 33: 5/2(2) 3/0(2)
 23) 55: 6/1 5/0(2) 3/0 32: 5/0
 24) 21: 2/0 1/0
Wins 2 points

Throughout the bearoff, black doesn't drop a pip; and the 55 seals white's fate.

Kent Goulding : 10 Mike Maxakuli : 9

So, how good is your backgammon?

50	You are Kent Goulding
40-49	You are Mike Maxakuli
30-39	You are OK
20-29	You are fairly OK
10-19	You are fair-haired!
09-0	You are awful but I like you!

This article will continue in a later issue of Bibafax



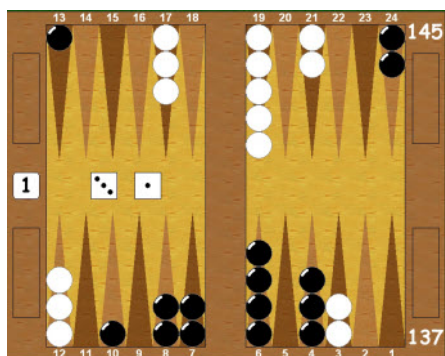
Come In Number Two Your Time Is Up

The 2008 British Open saw its second female winner when Ann Pocknell triumphed over Uldis Lapikens in the Final. It was a very one-sided affair and by the start of Game 6, Ann was leading, post-Crawford, 10-1. Uldis pulled out all the stops and took the score to 10-2, and then to 10-6,



and it was here he bowed out to Ann, 11-6. There were a lot of checkerplay errors on both sides, Uldis: 20 including 7 blunders, and Ann: 15 including 4 blunders. This resulted in the ratings of Uldis: Intermediate; Ann: Advanced. Within the error/blunders there were ten positions in which the players chose the 2nd best move, Ann six times and Uldis four. The positions within this article show Snowie's 1st, 2nd, and 3rd moves in random order. See if you can do better than 2nd every time. The match is to 11 points and Uldis is playing as black. Decide on your moves and then check out the answers overleaf.

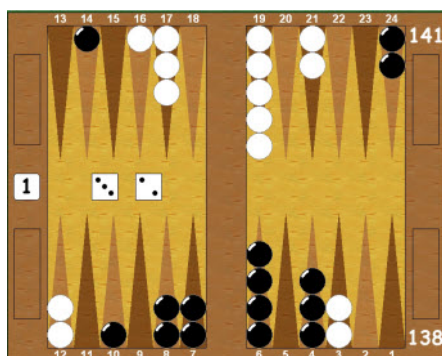
Position 1



Black 0 White 0
White to play 31

13/10 13/12*
12/12* 12/9
8/5 6/5

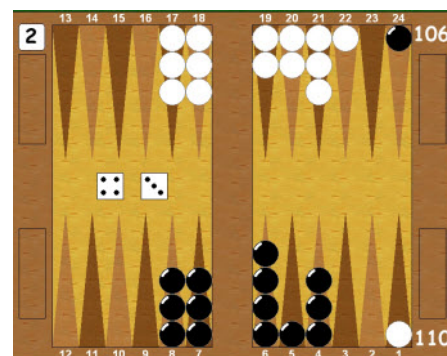
Position 2



Black 0 White 0
White to play 32

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

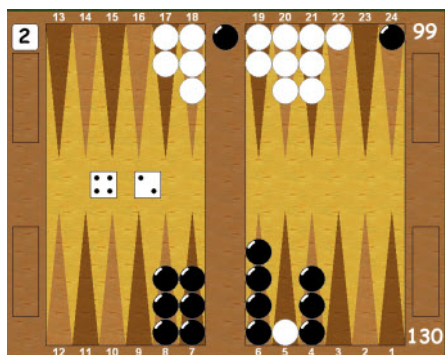
Position 3



Black 0 White 0
White to play 43

24/20* 4/1*
24/20* 8/5
24/20* 7/4

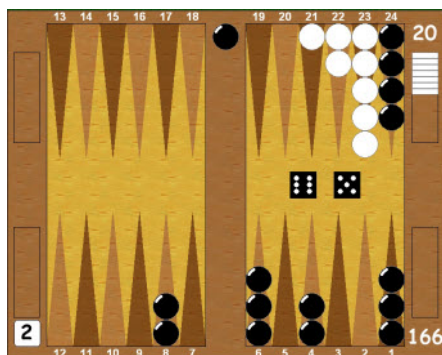
Position 4



Black 0 White 0
White to play 42

20/16 3/1*
20/16 5/3
5/1* 3/1

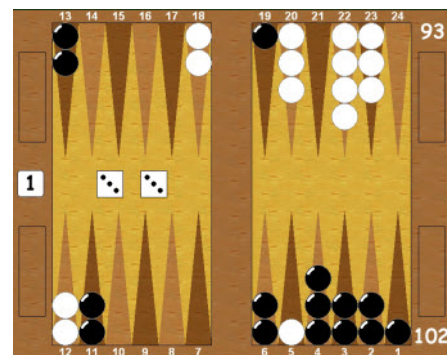
Position 5



Black 0 White 2
Black to play 65

25/19 24/19
25/20 24/18
25/14

Position 6

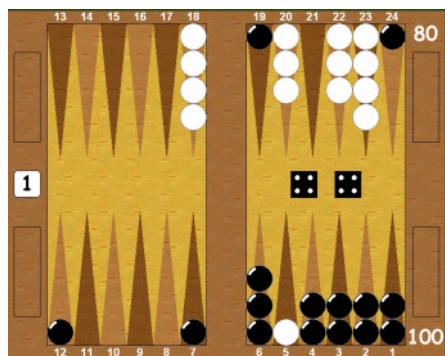


Black 1 White 10 Crawford
White to play 33

20/17 7/4(2) 5/2
13/10(2) 7/4(2)
13/7(2)



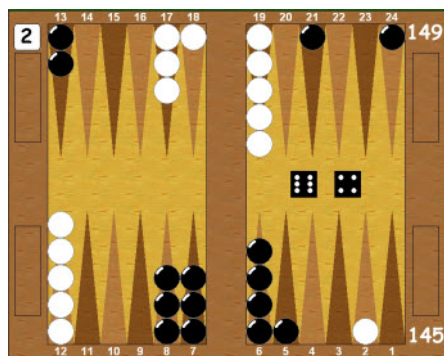
Position 7



Black 1 White 10 Crawford
Black to 44

12/4 7/3 19/15
12/4 7/3 6/2
19/7 6/2

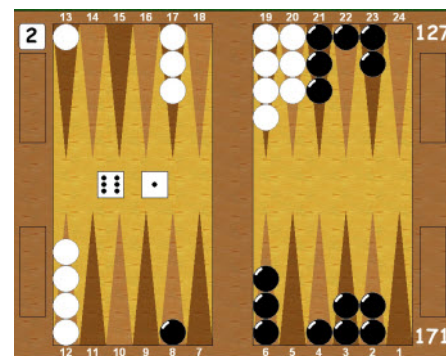
Position 8



Black 2 White 10 Post-Crawford
Black to play 64

24/18* 18/14
24/18* 6/2*
24/18* 5/1

Position 9



Black 2 White 10 Post-Crawford
White to play 61

13/7 8/7
13/6
12/5

Position 1

OK, did you make the 5-point? You should have for it was the clear winner. Hitting is a big blunder. Black won't have much difficulty in getting in off the bar. Making the 5-point keeps the mid-point loaded for action and allows fewer escaping rolls for black. White isn't in much danger of being primed because even if black does manage to make his 9-point he doesn't have any spare checkers to play 6s with and his prime would soon crunch.

8/5 6/5
13/12* 12/9 -0.295
13/10* 13/10 -0.345

Position 2

Having failed to make her 5-point last time, white now has to pull out all the stops and try to cover it after the hit, 13/11*. This is best achieved by 13/11* 13/10. Although it increases the hit off the bar slightly, it offers far more chances to make the 5- (or 7-) point next roll. The actual play of 13/11* 11/8 is far too passive and makes making a point a lot more difficult. The actual play is an error, but the 3rd play is a blunder: Why would you want to let your opponent have a direct 3 off the bar or a 52 or 22?

13/11* 13/10
13/11* 11/8 -0.074
13/11* 6/3 -0.135

Position 3

Playing 24/20* is the only real option with the 4. The answer to this position lies with the 3. Playing it 7/4 is a big error (in fact it is very close to blunder), it takes away a builder and plonks it on top of four other checkers sitting on the 4-point.

Playing 8/5 is also an error, but a smaller one. It might give more opportunities for white to close off the prime but it's missing something very important: Black must not be allowed to anchor, especially on the 1-point! Therefore hitting 4/1* and putting two in the air is the best move. Black's home board is very poor and if white is hit she won't have much trouble re-entering and getting away.

24/20* 4/1*
24/20* 8/5 -0.042
24/20* 7/4 -0.108

Position 4

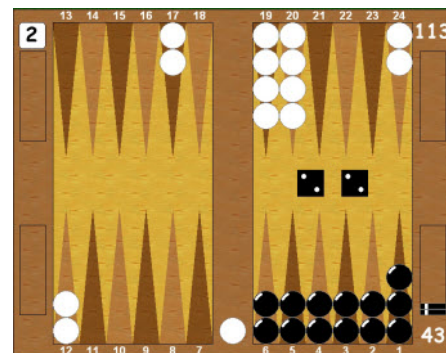
OK, the eagle-eyed among you will have spotted that this is white's next roll (black danced with 55). And, just like the previous roll, the same priority reigns - black must not be allowed to anchor. The best way to do this is with the pure, 5/1* 3/1, making the 1-point. This doesn't give black a direct hit off the bar, unlike the 3rd play of 20/16 3/1*. The actual play, 20/16 5/3 looks very good, that is until you realise how thankful black would be to roll a 1. Don't let him anchor!

5/1* 3/1
20/16 5/3 -0.078
20/16 3/1* -0.083

Position 5

Black is in real danger of losing a gammon here (around about 78%!); therefore he needs to maximise crossovers without wasting too many pips. For those of you who don't know what a crossover is, it's moving from one table or quadrant to another preferably using the dice rolls economically. The worst play, 25/14 is very wasteful, all that's needed to get into

Position 10



Black 2 White 10 Post-Crawford
Black to play 22

6/4(2) 4/0
6/2(2)
4/0(2)

white's outer table is 1 or 2 pips, and this roll uses 6 of them! The actual play 25/19 24/19 might offer good 1s next roll but it's wasting a good 5 pips. The best move here is the least wasteful (in fact there's no waste at all), it's the simple 25/20 24/18 using the 6 to crossover without wasting a pip.

Of course it is going to be very difficult for black to save the gammon on crossovers (he currently needs 18 and if not hit, white needs just 8). But it is always a good idea to crossover whenever you can. I have often seen players lose games and matches by not getting in enough crossovers - and then they come to me crying that they were gammoned!

25/20 24/18
25/19 24/19 -0.041
25/14 -0.102



Position 6

This double isn't that good for white, she can't safety her 20-point blot; so what should she do? Well poking its head out 20/17 is a blunder. It might duplicate 3s (11/8 to hit, 4/1 to cover) but that won't perturb black, he'll hit if he can.

Playing 13/7(2) is also a blunder (quite close to the 20/17 7/4(2) 5/2 play). All it does is stack checkers on the 7-point and leaves the blot isolated 13 pips away; a long way to go. The best play here is 13/10(2) 7/4(2): It makes the 4-point, it threatens the black blot and leaves the 20-point blot just 10 pips away.

13/10(2) 7/4(2)
13/7(2) -0.158
20/17 7/4(2) 5/2 -0.162

Position 7

Black needed a hit here, instead he rolls 44 and nothing hits. His blot on white's 1-point is in danger of being pointed out with 15 rolls and he can't do much to stop this; therefore he needs to keep his blots down to the minimum and this is done with 12/4 7/3 19/15. His blot on white's 10-point is 10 pips away from being hit (55 and 64); and if he can weather white's next roll he could come out on top. A double-one would be catastrophic if 12/4 7/3 6/2 is played and is a big error. The actual play of 19/7 6/2 leaves 7s, the easiest of the indirects to roll - a second checker back would just about finish black off in this position.

12/4 7/3 19/15
19/7 6/2 -0.091
12/4 7/3 6/2 -0.108

Position 9

White panics here and in doing so plays a blunder with 12/5, keeping her 12-point blot safe. It wasn't in much danger, not from an indirect roll and with blots on his 8- and 4-points. The best play is the pure and simple (and very worthwhile), 13/7 8/7. It offers a good blocking point and builders for the 3-point should a suitable roll present itself, plus an excellent point to land upon. Playing 13/6 is just plain silly and if anyone actually picked this as their top move they should ask for a refund on the Biba membership - I would be happy to pay it out.

13/7 8/7
12/5 -0.193
13/6 -0.210

Position 10

Black can't afford to be too careful here, he needs a gammon to maximise his cube. The best gammon play (50.9%) is 6/4(2) 4/0. It leaves 'bad' 66, 55 or 44, but if any of them are rolled at least three more checkers will be borne off at the least. The actual play of 4/0(2) (48.6% gammons) leaves a bad 62 which will only take off one checker in exchange for a blot. The worst roll only returns 42.6% gammons and takes no checkers off at all.

6/4(2) 4/0
4/0(2) -0.070
6/2(2) -0.090

So, how did you do? Were you able to get it right more often than our two players? Or did you come 3rd more often than 1st or 2nd?

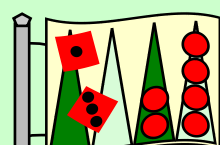
Position 8

Black has cubed and now needs to win all the remaining games. Of course, we know he doesn't! He doesn't care about losing gammons but he does care about winning them. So, what 4 to play? Well two in the air is the best way to go about winning the game and it returns the most gammons.

The actual play is an error with 18/14, it doesn't really do an awful lot . . . and 5/1 does even less! With two on the bar, white isn't forced to hit any of the black blots and the game could swing in black's favour.

24/18* 6/2*
24/18* 18/14 -0.052
24/18* 5/1 -0.101

Match detailed statistics for British Open		
Player	Uldis Lapikens	Ann Pocknell
Rating	intermediate	advanced
Overall	8.815/18.632	7.403/17.801
Errors(blunders)	23(10)	18(6)
Checker play errors		
Checker play	7.215/16.198	5.381/13.983
Errors(blunders)	20(7)	15(4)
Double errors		
Overall	1.200/1.819	0.613/1.857
Missed double	0.354/0.557	0.613/1.857
Wrong double	0.847/1.262	0.000/0.000
Errors(blunders)	2(2)	2(1)
Take errors		
Overall	0.400/0.615	1.409/1.961
Wrong take	0.400/0.615	0.000/0.000
Wrong pass	0.000/0.000	1.409/1.961
Errors(blunders)	1(1)	1(1)
Ann Pocknell was 50.83% - 49.17% favorite.		



Grand
Prix
Event

Liverpool Backgammon Club Presents

The Liverpool Open, Sat, 19 & Sun 20 July 2008

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

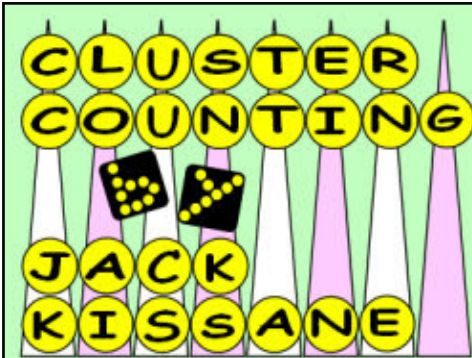
Main * Consolation * Last Chance * One-point Shootout * Sweeps * Cash Prizes * Bar

Registration: 10.00 to 10.45 for an 11.00 start.

Fee £25 (includes buffet lunch), Under 18 - £15

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



Jack Kissane, backgammon master from Albany, New York, is known in many chouette circles as the fastest pip counter in the world. In a June 1989 Chicago Point interview, Kissane claimed that he can count almost any backgammon position within five seconds.

Now Jack Kissane shares his counting techniques with Biba in this revamped edition of his original article.

Pip counting. How do you view it? An annoyance? A necessity? Just part of the game? Some backgammon players can't or won't be bothered doing a pip count. Others use the count as a crutch, basing far too many checker moves on it. After a hard day of match play or during an all-night chouette, pip counting can be sheer torture, draining our limited supply of "thinking" energy. However, once or twice a game, knowing the count is critical for making the right checker play or, more importantly, the correct cube decision.

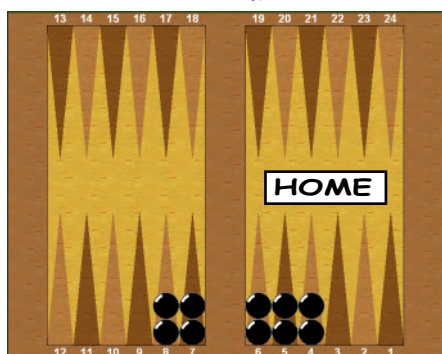
Over the years, I have developed a system of pip counting that significantly reduces the amount of time needed to count a position. I call it **Cluster Counting**. Hopefully, this fairly simple system will help you minimize the drudgery of pip counting and thus increase your enjoyment of the game.

Basically, Cluster Counting involves the mental shifting of checkers to form patterns of **Reference Positions (RP)** whose pip totals end in zero (with two notable exceptions) for quick, easy and accurate addition. Here are my seven basic reference positions (black home bottom right):

REFERENCE POSITIONS

Reference Position #1:

5-Prime



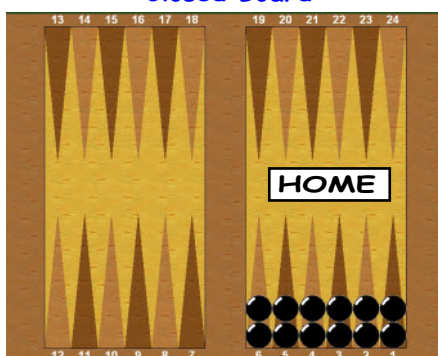
5-Primes. Multiply the midpoint of any 5-Prime by 10 and you have just counted a cluster of ten checkers. This position shows a 5-Prime from the 4-point to the 8-point.

Black = 60

The 6-point is the midpoint and the count for these ten checkers = 60 pips (6 x 10.) This is so because 5s and 7s average out to 6s, and 4s and 8s also average out to 6s.

Reference Position #2:

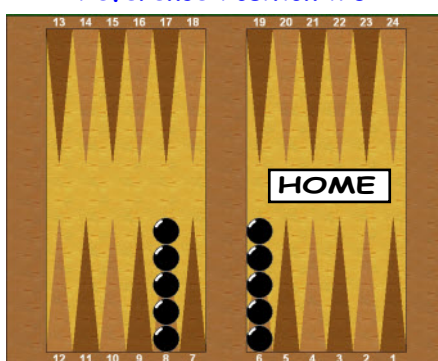
Closed Board



Black = 42

This is just a 5-Prime around the 4-point plus two checkers on the ace point.

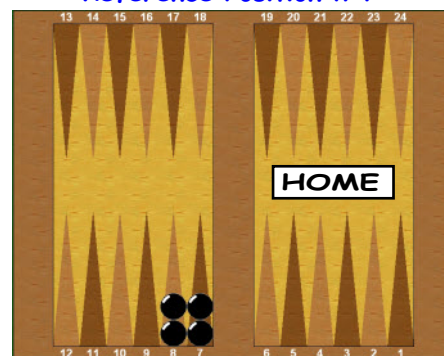
Reference Position #3:



Black = 70

Five checkers each on the 6- and 8-points.

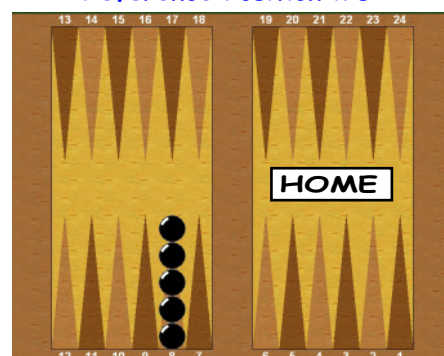
Reference Position #4:



Black = 30

Two checkers each on the 7- and 8-points.

Reference Position #5:



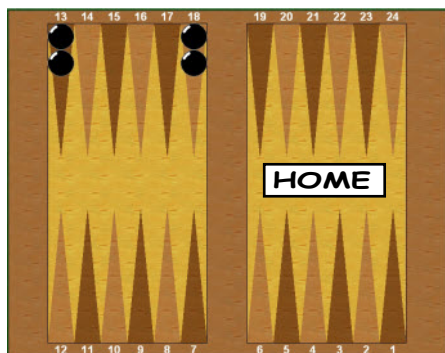
Black = 40

Five checkers on the 8-point.

Continued on the next page ➤

Backgammon GALORE!

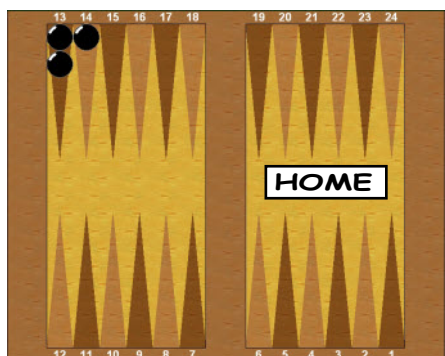
Reference Position #6:



Black = 62

Two checkers each on the midpoint and opponent's bar point.

Reference Position #7:



Black = 40

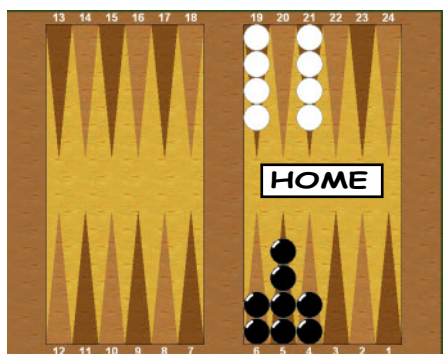
Two checkers on the midpoint and one on the 14 point.

These seven Reference Positions combined with **Key Points** and **Mirrors** are the backbone of Cluster Counting.

KEY POINTS

The two **Key Points** most often used are the 5-point and the 20-point (opponent's 5-point.) The 10-, 13- and 15-points are also quite valuable.

Position 8: Making use of the 5-point as a Key Point

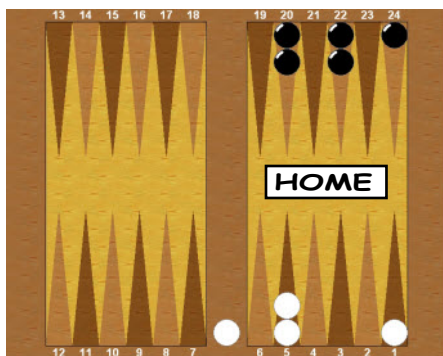


Black = 40 White = 40

This position shows two examples of counting a cluster of eight checkers all at once as if they were eight 5s = 40.

The 20-point (opponent's 5-point) is the most useful Key Point. All checkers in your opponent's home board should be counted as 20 plus the pips required to get to the 20-point.

Position 9: Making use of the 20-point (opponents 5-point) as Key Point



Black = 108 White = 89

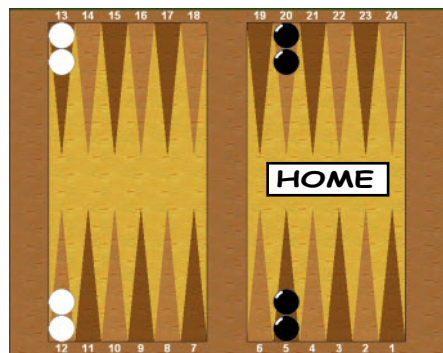
Black's count is 108 which can be visualized as five 20s + 4 (two each from the 22-point to the 20-point) + 4 (one from 24-point to 20 point).

White's count is 89, visualized as four 20s + 4 + 5 (for the checker on the bar).

MIRRORS

Mirrors are another important counting tool. Any point on the board plus its mirror-opposite point equals 25. For example, the 5-point + 20-point, the 1-point + 24-point, and the 12-point + 13-point all total 25 pips. It follows that any cluster of 4 checkers in mirror positions total 50. See Positions 10 and 11:

Position 10: Using Mirrors to count a cluster of four checkers

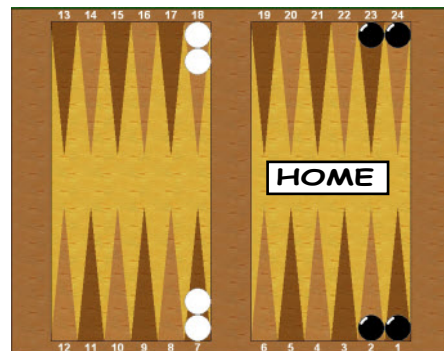


Black = 50 White = 50

$(13 + 12 = 25) \times 2 = 50$

$(20 + 5 = 25) \times 2 = 50.$

Position 11: Using Mirrors to count a cluster of four checkers



Black = 50. White = 50

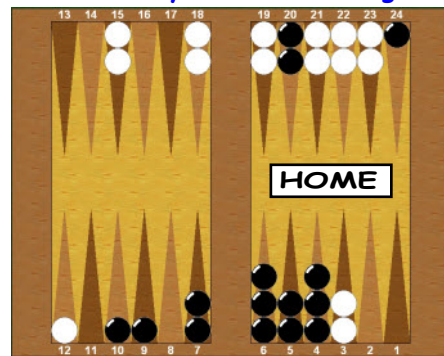
$(18 + 7 = 25) \times 2 = 50$

$(23 + 2 = 25) + (24 + 1 = 25) = 50$

MENTAL SHIFTING - ONE WAY

One Way Mental Shifting involves moving the checkers forward to **Key Points** or **Reference Positions** and then adding the forward movement to the value of the Key Points or Reference Positions.

Position 12: One Way Mental Shifting



Black = 137 White = 121

Black's pip count of 137 can be easily counted in three clusters: 40 (eight 5s) + 33 (RP#4 + 3 pips) + 64 (three 20s + 4.)

Divide White's checkers into three clusters to yield a total pip count of 121. 44 (5-Prime + 4 pips forward, 2 each from the 7-point to the 5-point) + 33 (three 10s + 3 pips from 13 to 10) + 44 (two 20s + 4.)

Note that two of White's checkers were shifted to White's 5-point which is occupied by Black's checkers. When shifting one player's checkers, the other player's checker position can be ignored. ➡



MENTAL SHIFTING - TWO WAY

Two Way Mental Shifting differs from One Way Mental Shifting in that checkers are shifted either forward or backward to **Key Points** or **Reference Positions** and then compensating shifts are made in the opposite direction on the same side of the board or in the same direction on the opposite side of the board. Examine Position 13:



Black = 135. White = 142

Black's spare checkers on the 6- and 8-points are on the same side of the board. By shifting them one pip in opposite directions to the 7-point, a 5-Prime is formed. Black's position can easily be counted in two clusters: 70 (5-Prime) + 65 (five 13s) = 135.

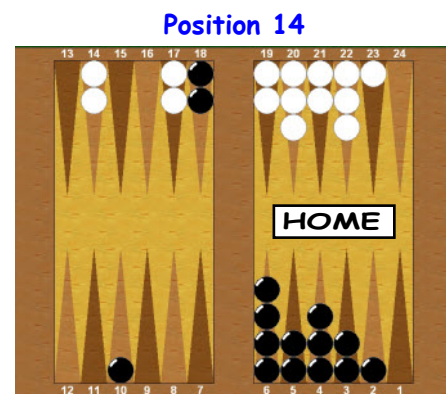
White's spare checkers on the 8- and 13-points are on opposite sides of the board. By shifting them in the same direction, in this case left to right, a 5-Prime is formed (**RP#1**) and **RP#7** is also formed. White's position can then be counted in three clusters: 60 + 40 + 42 (two 20s + 2) = 142.

It should be noted that there are often several Cluster Counting choices available. For instance, in Position 13, instead of forming a 5-Prime, you could have shifted the two 9-point checkers to the 8-point and compensated by shifting the two 5-point checkers to the 6-point to form **RP#3**. This cluster is also 70 pips.

YOUR TURN

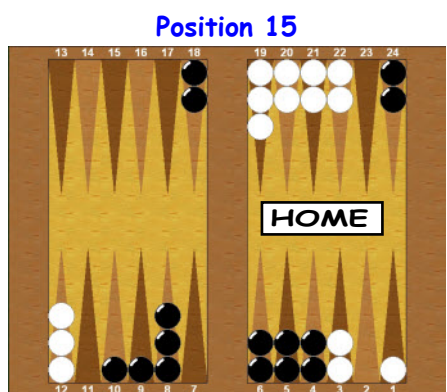
Let's try counting some positions. Below four positions are shown but not described, nor is the adjusted positions (after shifting) shown.

Can you spot the shifts? If not, set them up on your backgammon board and they will become clear. When you want to see the description, you can do so on page 19.



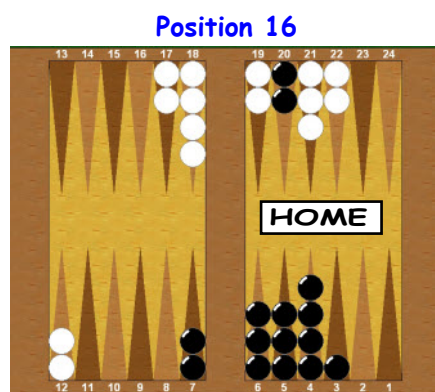
Black = ?

White = ?



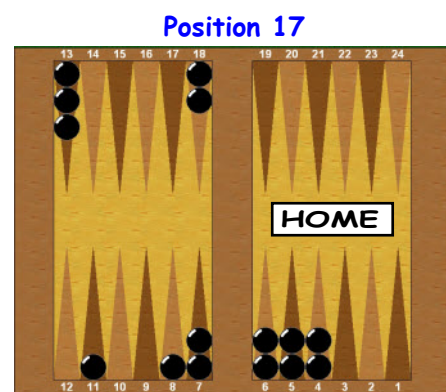
Black = ?

White = ?



Black = ?

White = ?



Black = ?

This article was previously published in the Chicago Point (visit their web site at www.chicagopoint.com/), Issue #52, November 1992. It was made available on the Internet in 1997 by Kate McCollough with the author's permission.

Thanks to Jack Kissane and to Bill Davis of the Chicago Point. Thanks also to Kevin Bastian for creating the graphics for the original page. And thanks to Kate McCollough for creating the original HTML version of the article and putting it up on the web at www.bkgm.com/articles/McCool/cluster.html via Tom Keith's Backgammon Galore at www.bkgm.com/.

Originally created: March 31, 1997. Revamped by Michael Crane 27 July 2007 for the Biba web site and finally this version for Bibafax 95, July 2008.

Backgammon GALORE!





David & Goliath

By Michael Crane

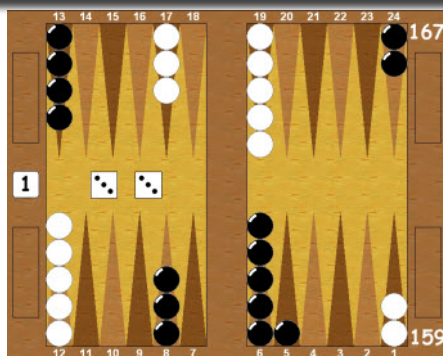
The 6th Round of the 2008 County Cups saw John Reddington (L) on 5/5 playing against Peter Christmas (R). Peter was on 3/5. In the absence of any other 5/5, and the fact that the 4/5s had already played Peter, it was left to him to do the business.

Now, some of you might claim the 6th Round pairing between Peter and John was a mis-match; and you'd be right - but not in the way in which you might think; it wasn't a bias on the matches won, far from it. Snowie analysis of the match showed Peter playing as World Class and John a Beginner! Despite Peter's lofty rating he only managed to win a single point!

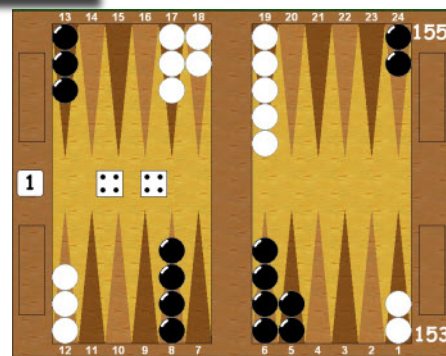


During John's rout of 11-1, Peter made only seven errors (six checkerplay and one cube blunder). It was the cube blunder in Game 1 that lost Peter the most points and made his task even harder.

Four of Peter's errors/blunder were in the first Game, and five of John's, three of which were blunders. This article deals (mainly) with Game 1 and takes a look at what went wrong. Peter is playing as black and the match is to 11 points.



White to play 33



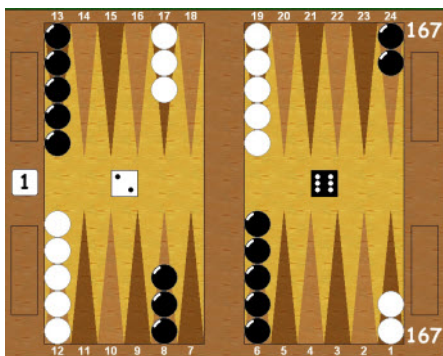
White to play 44

Game 1

Peter: 0

John: 0

The first roll of the game and we have Peter's first error:



Black to play 62

Peter, obviously thinking he's playing against a weaker opponent, slots his 5-point, 13/5. Correct it might be against a novice or beginner but nevertheless it is an error and comes in @ 3rd on Snowie's list. The better play was the accepted 62 opener, 24/18 13/11.

24/18 13/11	0.039
24/16	0.015 -0.024
13/5	0.013 -0.053

01) 62: 13/7 7/5

We now get to John's first roll and his first blunder.

Doubles are sometimes a problem to play well - four chances each time of making the wrong move. John plays two off his mid-point to make his bar-point, 13/7(2). This seems a reasonable move but to an experienced player it misses an opportunity to make the most valuable point on the board, the 5-point! Of course, had black played the 'correct' move then John's move would have been more acceptable - but not correct, that move goes to 13/7* 8/5(2). At the moment black isn't posing much of a threat regards escaping his runners, he's more concerned about making his own 5-point, so 'wasting' a good double-three to make the bar-point instead of making two excellent home board points with 8/5(2) 6/5(2) returns a big equity loss and Snowie 8th place.

8/5(2) 6/3(2)	0.229
24/21(2) 8/5(2)	0.028 -0.021
24/21(2) 6/3(2)	0.178 -0.051
24/21(2) 13/10(2)	0.167 -0.062
13/10(2) 6/3(2)	0.106 -0.122
13/10(2) 8/5(2)	0.093 -0.136
24/18(2)	0.061 -0.168
13/7(2)	0.037 -0.192

02) 51: 13/8 6/5

Black's slot is covered, and now we come to white's second roll and second blunder - and again it's a double.

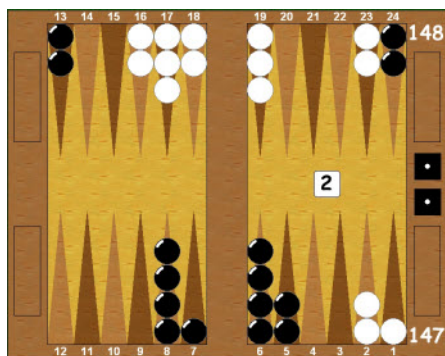
Thanks to black's roll of 51, white can't move his runners forward - but he is able to make amends and now make his 5-point, 13/5(2). Unfortunately he hasn't yet grasped the importance of the 5-point and instead makes his 9- and 2-points with 13/9(2) 6/2(2)! For his effort he collects a huge blunder and Snowie 6th. If you have to make the 2-point it should at least be accompanied by 8/4(2); thus making two home board points. It is ironic that in both plays, playing two checkers from the mid-point leaves a blot (1s), and if you're going to do such a thing you should at least gain a good point (the 5-point) and not the 2-point.

13/5(2)	0.105
8/4(2) 6/2(2)	0.057 -0.048
13/9 8/4(3)	0.106 -0.211
13/9(3) 9/5	0.109 -0.214
8/4(2) 7/3(2)	0.129 -0.234
13/9(2) 6/2(2)	0.133 -0.238

John has more difficulties with 33 and 44, which we shall look at after this game.

03) 51: 13/12* 12/7	44: 13/9(2) 6/2(2)
	21: 25/23 24/23

White anchors on his 23-point and then black makes his cube blunder; a blunder that proves to be very costly indeed and contributes tremendously to the final match score.



Black cube action?

Snowie is screaming out at Peter, No double/take! Let's take a look at PRaT . . . and I am not referring to Peter!

Position: Black has a potential 4-prime with 6s and 1s, but he also has two runners yet to make a move, and they are already facing an established 4-prime. No advantage.

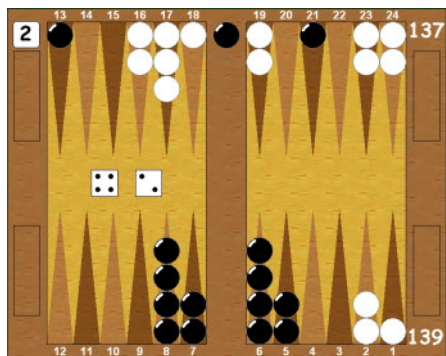
Race: Black leads by one pip! If he rolls the average next roll he'll lead by nine! No advantage.

Threat: His only threat is to make the bar-point - or perhaps a home board point. If he does make the bar-point, how long can he hold it? Little, short-term advantage.

No Double	0.391
Double/take	0.257 -0.135
Double/pass	1.000 +0.609

04) Doubles to 2	Takes
05) 63: 13/7 24/21	65: 7/1* 6/1
06) 22: Dances	

Black rolled a good number, 63. It covered his much needed bar-point and readied a runner for escape. However, white's 65 followed by blacks' dancing 22 changed things somewhat. However, white then mucks it all up with a big blunder!



White to play 42

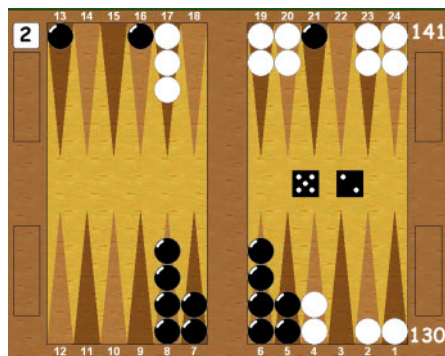
It is important in this position to stop black anchoring on the white 4- or 5-

point, therefore part of this move has to be 8/4*. White fails to appreciate this strategy and *now* decides to make his 5-point, 9/5 7/5! If black anchors he'll be able to escape with a single die (6s or even 5s) whereas white will need two dice to escape. This escape-plan is the key to the correct play: 23/21; preparing to escape and/or make an advanced anchor.

23/21 8/4*	0.257
24/22 8/4*	0.066 -0.191
8/4* 8/6	-0.051 -0.308
9/7 8/4*	-0.124 -0.381
8/4* 6/4	-0.155 -0.412
9/5 7/5	-0.202 -0.459

	42: 9/5 7/5
07) 63: 25/16*	42: 25/21 23/21

Black gets a shot off the bar (he'd still have one on if white had hit the blot!). Thankfully white makes his advanced anchor; after which black makes another error.

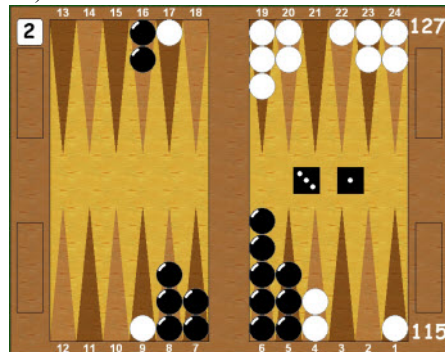


Black to play 52

Well, the 5 is easy, 21/16. Black then plays the two, 8/6, stacking yet another checker on the laden 6-point. It would have been wiser to play 13/11 to discourage any of white's runners from coming out.

21/16 13/11	0.590
21/16 8/6	0.552 -0.038

08) 52: 21/16 8/6	52: 21/16 23/21
09) 62: 13/5	52: 8/3 8/6



Black to play 31

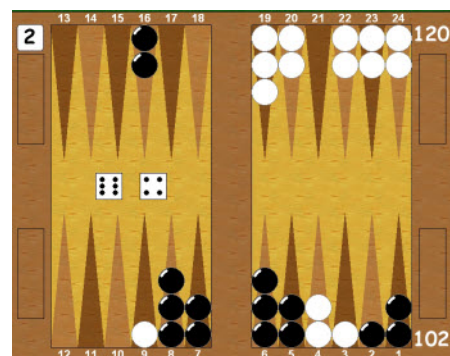
Leading by 12 pips in the race black decides to jeopardise this 1½ roll lead and hits, 5/1*! White now has eleven rolls off the bar to hit, and none of them (including 11), are duplicated for covering his 3-point blot.

Just to demonstrate how flexible you have to be when playing backgammon, a couple of rolls ago, stacking on the 6-point was wrong . . . and now it is correct to stack on the 5-point, 8/5 6/5! Black has too much to lose by giving white a chance of sending back a checker, and so the simple 8/5 6/5 is the best play.

8/5 6/5	0.335
6/2	0.276 -0.059
6/3 6/5	0.273 -0.062
8/7 6/3	0.262 -0.073
5/1*	0.240 -0.095

10) 31: 5/1*	53: 25/22 8/3
11) 54: 6/1 6/2	

White misses but he does re-enter and he makes a 5th home board point. Black's 54 is 'forced'; and then white makes an error:



White to play 64

White plays 22/16 and makes his 16-point, and then wastes a checker with 6/2. It might be Snowie 2nd but its an error. At the moment black only has three home board points made and a blot on his 2-point. He isn't too keen on getting hit now or later so the plan here is to provoke a position in which he gets hit! This is achieved with 22/12. Unless black can hit and cover he will think twice about hitting, but he might be forced/enticed into doing so.

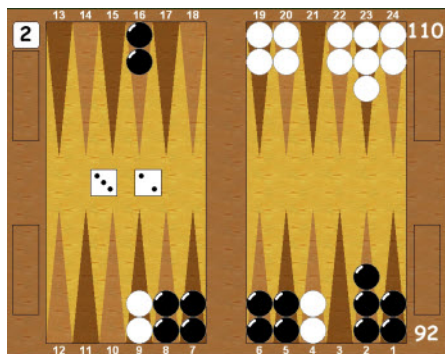
22/12	-0.306
22/16 6/2	-0.348 -0.042

64: 22/16 6/2
12) 64: 8/2 6/2

Black's 64 is safely played but he's now flat on all his points and white could soon get the hit he craves.



White has a great advantage at the moment, his five home board points. Black is in danger of leaving a blot sooner or later and the odds of 30.55% rolls off the bar aren't very attractive (all 4s); whereas on the opposite side of the board white has 55.55% rolls that'll come in with two open points, one of which he's anchored on. But white is soon to lose that advantage.



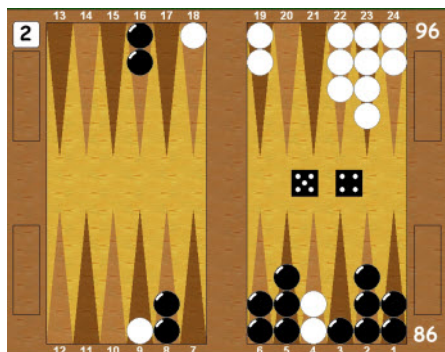
White to play 32

The last thing white should do here is give up one of his five home points - but this is what he does do with 5/2 5/3. In this position the same strategy as above should be employed - try to get black to leave a shot. This is done well with 16/11. Black will have all 2s (33.33%) to hit with but he could leave return shots off the bar that'll put white into the driving seat.

16/11	-0.426	
6/3 6/4	-0.466	-0.040
6/1	-0.473	-0.047
5/2 5/3	-0.511	-0.085

	32: 5/2 5/3	
13) 42: 7/3 7/5	54: 16/7	

Black is looking fragile right now and could well leave a blot soon . . . and he decides it's now!



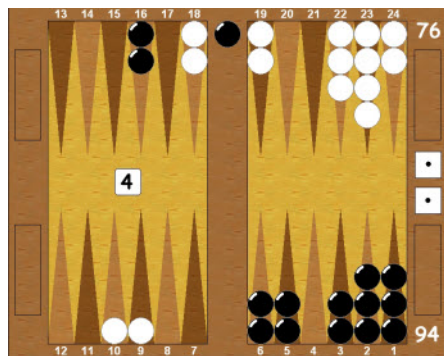
Black to play 54

This isn't a position in which black makes an error, he moves 8/3 5/1 leaving a blot! If you thought playing safe, 6/1 5/1 was the move you'll be surprised to hear it's a

big blunder @ -0.321! Now the home boards are reversed and it's black who has five points covered.

14) 54: 8/3 5/1	31: 21/17*
15) 61: Dances	62: 21/15 17/15
16) 33: Dances	62: 15/7
17) 66: Dances	

After dancing for three rolls, white recubes to 4



Both players do the correct thing: Redouble/Take. Snowie gives black 26.7% which is enough for the take, and white has 6.3% gammon chances.

Redouble/Take	0.862	
No redouble	0.795	-0.067
Redouble/Pass	1.000	+0.138

	Re-doubles to 4	
18) Takes	63: 15/6	
19) 62: Dances	32: 7/4 6/4	
20) 21: Dances	63: 16/7	
21) 53: 25/20 16/13	62: 7/1 7/5*	

White rolls the one roll that leaves a shot . . . but black misses

22) 41: Dances	52: 5/0 2/0
23) 64: Dances	62: 6/0 6/4
24) 64: 25/19 16/12	52: 4/0 2/0

Black gets in and starts his run to save the gammon. After white's 52 his gammon chances are at 18.2%. Black has two checkers, 19- and 13-point well poised to crossover and should be OK.

25) 32: 19/16 13/11	63: 4/0 3/0
26) 21: 16/13	64: 4/0 3/0
27) 31: 13/9	61: 3/0 1/0
28) 21: 9/6	41: 2/0 1/0

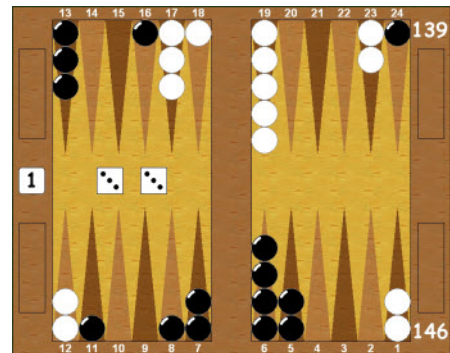
Black has appalling luck and rolls 21, 31, 21 and now he faces a 92.7% chance of losing the gammon and needs 66 or 55 to save it . . . he rolls 54.

29) 54: 12/7 11/7	Wins 8 points
-------------------	---------------

Although Snowie rated Peter as World

Class and John as Beginner overall, this game it rated them down to Advanced for Peter and Novice for John! You can see the stats on the next page, both for this game and the match as a whole.

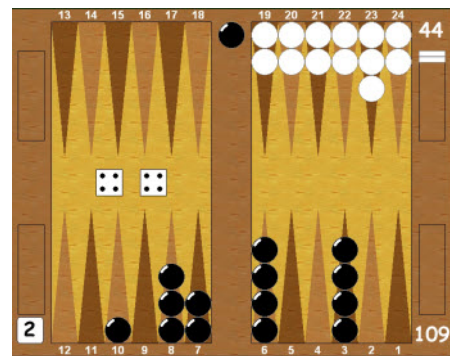
I said earlier we'd look at John's two other, 'double' blunders. Once again we have a 33 to play:



Black 0 White 8
White to play 33

Certainly playing 24/21(2) is correct, and John plays this. He's in real danger of being trapped and these two 3s are just the job; however, the next two 3s aren't played so well - John moves 13/7 to make his bar-point. This might well stop black's runner escaping directly, but it exposes the mid-point blot to a double hit, 1s and 4s and is a big blunder @ -0.356. It's not possible to play two more 3s and not leave a blot - therefore, moving off the heavy 6-point, 6/3(2) is best. This keeps the mid-point anchor, and, with white anchored on black's 4-point, he's not afraid of his paltry two-prime board.

The second is another double-four:



Black 1 White 8
White to play 44

With the score at 3-away, 10-away, white would love to get a gammon here and take the match; therefore he needs to maximise his gammon chances. John plays 6/2(2) 5/1(2), failing to take a single checker off and allowing Peter 20 rolls (55.55%) to enter and start saving the gammon. This play returned

28.2% gammons (equity @ -0.054). Not bad, you might think, but it's not as good as 45.9% with 6/2(2) 4/0(2).

Peter still has 20 re-entry numbers but now John has two checkers off and is probably only six rolls from winning, which translates as only five rolls for Peter to save the gammon, three of which will be required to get his outer board checkers home!

So, how did a 'beginner' beat a 'world class' player? By doing precisely what he did - play as a beginner. Experienced players frequently make plays to which they expect a certain response

with certain rolls; unfortunately no one tells the 'beginner' what those responses should be!

<u>Game 1 detailed statistics</u>		
Player	Peter	John
Rating	advanced	novice
Overall	6.263/2.388	19.648/7.572
Errors(blunders)	4(1)	5(3)
Checker play errors		
Checker play	3.771/1.773	19.648/7.572
Errors(blunders)	3(0)	5(3)
Double errors		
Overall	2.492/0.615	0.000/0.000
Missed double	0.000/0.000	0.000/0.000
Wrong double	2.492/0.615	0.000/0.000
Errors(blunders)	1(1)	0(0)

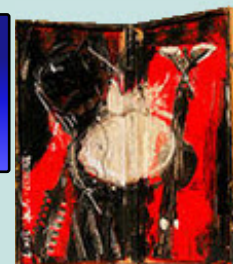
<u>Match detailed statistics for County Cups</u>		
Player	Peter	John
Rating	world class	beginner
Overall	4.050/3.900	13.030/13.038
Errors(blunders)	7(1)	14(8)
Checker play errors		
Checker play	3.109/3.166	13.030/13.038
Errors(blunders)	6(0)	14(8)
Double errors		
Overall	0.899/0.703	0.000/0.000
Missed double	0.143/0.088	0.000/0.000
Wrong double	0.756/0.615	0.000/0.000
Errors(blunders)	1(1)	0(0)
Take errors		
Overall	0.041/0.031	0.000/0.000
Wrong take	0.041/0.031	0.000/0.000
Wrong pass	0.000/0.000	0.000/0.000
Errors(blunders)	0(0)	0(0)
Peter Christmas was 59.14% favourite.		



Yona Boren

The Art of Reconciliation

60 Artists from Israel explore the theme of tolerance and reconciliation in their design of backgammon boxes



Yorni-Yoyo32

During May, 12 to 18, The Art Of Reconciliation Exhibition was held at the Martin Luther King, Jr. Memorial Library, in Washington DC. The exhibition presented 60 creations where backgammon boards have been turned into artistic objects dealing with the meaning of reconciliation as a starting point for the process of understanding and patience towards fellow man.

The exhibition of artistic backgammon boards presented a fascinating cross-section of present-day Israeli artists and was constructed as a "suitcase exhibition" designed especially for mobility. Each box contains additional photographs and material about the artists and their creation and in fact, the backgammon box acts as a "pocket exhibition" for each artist. May the prayers of the artists for peace come true and this sign of reconciliation will prophesize peace and tranquility among all nations worldwide.

The images herein can be found on The Art of Reconciliation web site: backgammonart.org/. This article acknowledges the sponsors of the exhibition: The District of Columbia Public Library, Israel's Embassy in Washington D.C., B'nai B'rith Centre for Jewish Culture, and Play65 by SkillEmpire.

The next three pages feature thumbnail pictures of the exhibits, with the final page featuring some in more detail. ►



Anat Strul



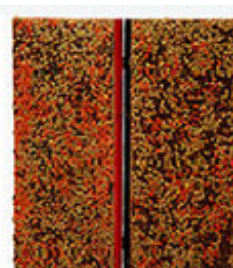
Anton Biedermann



Avi Ella



Audrey Meyer-Munz



Esti Drori



Avishai & Elad
Finkelstein



Aviva Beigel



Bat Sheva Shevach



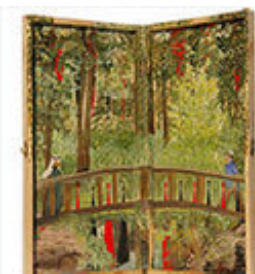
Aviva Berger



Hagit Kazinitz



Carmit Levy



Chava Alexi



Dalia Meir



Dalia Eshet



Ilan Yaron



Dalia Ne'eman



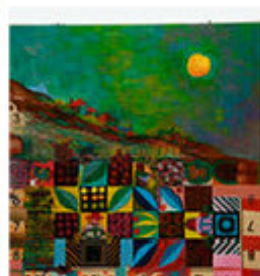
Dan Svorai



Esther Bahar



Ester P. Bashevitz



Israel Kantor



Frida Sasson



Frida Steinberger



Hadas Levy



Ilana Zechoval



Iris Yehexkel



Hana Barak Engel



Haya Graetz Ran



Hedva Zloter



Joshua Griffitt



Karen Gillerman Harel &
Studio MD Design



Liora Kolton



Malka Inbal



Mary Wolf



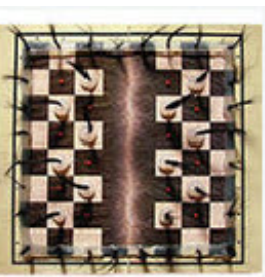
Michael Lazar &
Marc Lewis



Surly B. Wolff



Michal Ashkenasi



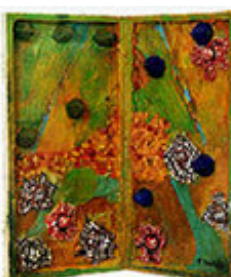
Mirit Cohen Caspi



Navah Porat



Norma Drimmer



Tania Bonar



Ora Abrahami



Ora Shmuel



Orna Adoram



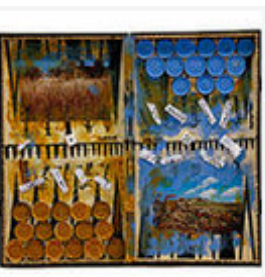
Rachel Navon



Yael Idelson



Reuven Dattner



Ronit Binder



Shulamit Tibor



Sima Ariam



Yossi Regev



Irith Reytan



Susana Sugar



Yoel Gilinsky



Tal Eshed



Tamar Frisch-Helviz



Keren Shpilsher



Tsila Goldstein



Yvonne Azouri



Uri Seligman



Yachin Kochba



Above: Ester Bashevitz - The Power of Peace

This painting depicts the victory of sanity. Unfortunately in the war ravaged Middle East in many cases, kids are forced to fight, kill and die but when given the opportunity they will always prefer to play. Take the same kids and give them the opportunity to play instead of fight, educate them to peace and tolerance instead of war and hatred and they will resort to their natural desire to play and not fight.

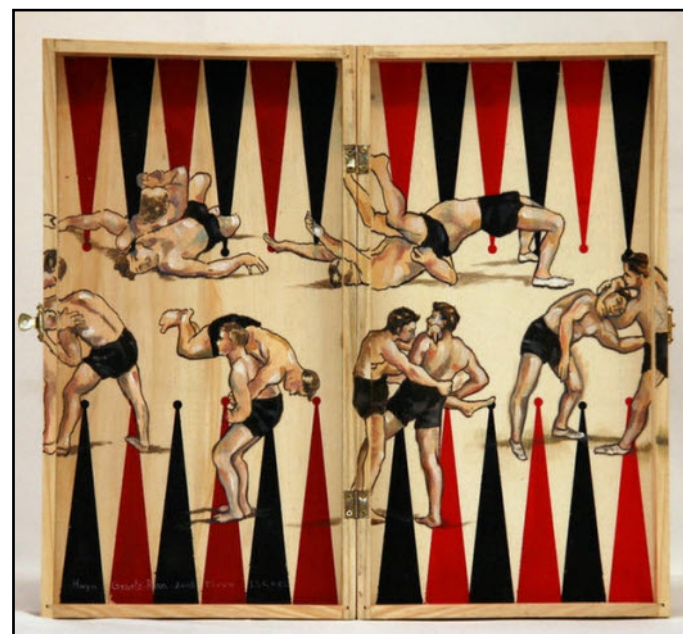
Top Right: Yossi Regev - Reconciliation

"Reconciliation" on the Shes-Besh game, shows a process in which two diagonal wrapping movements are creating a tall trunk of a palm tree ("Washingtonia Robusta").



Middle: Haya Graetz Ran - Werstlers

Backgammon is considered as a masculine game. On its wooden surface I "implanted" drawings of wrestling men inspired by series of wrestling maneuvers I found on an old German encyclopedia of the 1930s. The allegedly innocent paintings, are intertwined with the collective memory referring to this people who raised human monsters and also referring to what we experience here in the Middle-East, aiming to raise questions and reflections about the future of the human society.



Bottom: Tsila Goldstein - Butterfly Talk

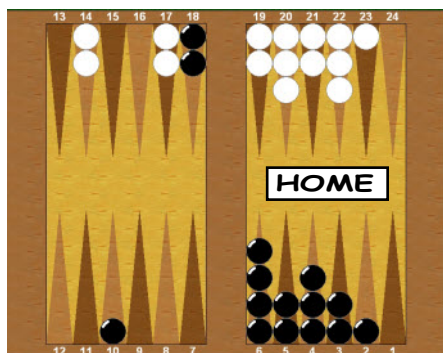
This work expresses the hope and necessity of reconciliation between people and countries all over the world and especially in the middle east. The silhouettes are placed on the triangles of the "Backgammon" tablet, the butterflies are the positive "ideas" navigating among the human beings, trying to make them talk to each other, and the flowers replace the playing pawns of the forces.



CLUSTER COUNTING

Continued from Page 11. OK, so have you worked out the pip counts? Check the positions below to see if you are correct and for the description for the shifting method used.

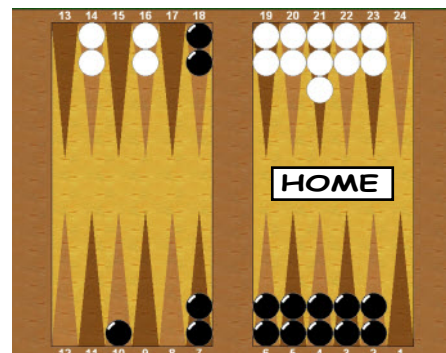
Position 14



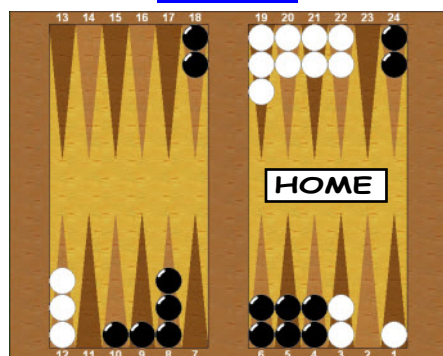
By using **Two Way Mental Shifting** the position becomes: Position 14a

Black = 100 **White = 84**
Black's 100 pips can be counted in three clusters: 40 (**5-Prime** from the 6-point to the 2-point) + 50 (**Mirrors** on the 7-point and the 18-point) + 10. White's 84 pips can be counted in two clusters: 44 (**5-Prime** + 4) + 40 (four 10s).

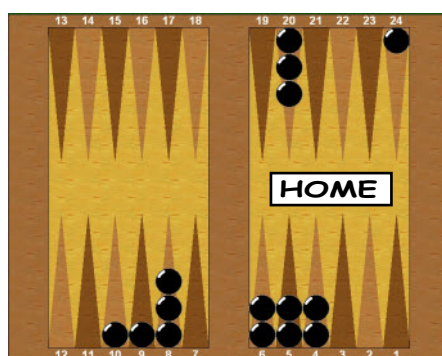
Position 14a



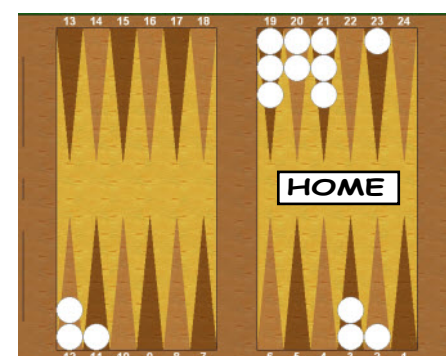
Position 15



Position 15a



Position 15b



After shifting, Black's and White's positions becomes Positions 15a and 15b.

Black's position can be counted in three clusters: 30 (six 5s) + 43 (**RP#5** - five 8s + 3) + 84 (four 20s + 4). White's pips can be counted in three clusters: 42 (eight 5s + 2) + 40 (**RP#7**) + 67 (three 20s + 7).

Black 157

Position 16

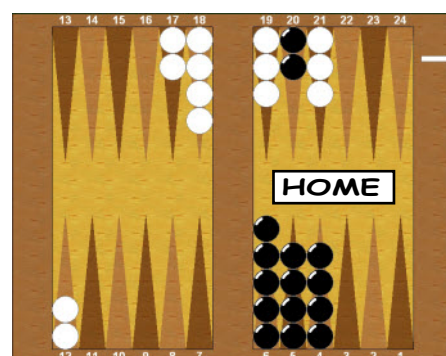


Black = 106 **White = 100**

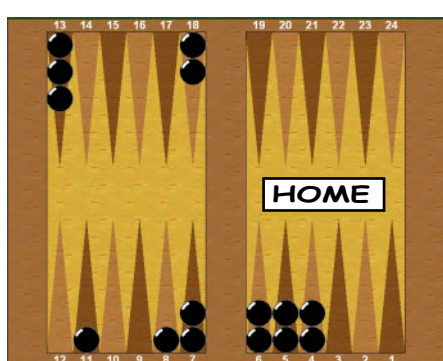
Black's pips can be counted in two clusters: 66 (twelve 5s + 6) + 40 (two 20s). White's 100 pips can be counted in two clusters: 30 (six 5s) + 70 (**RP#4** again + 10 for two checkers moved from the 13-point to the 8-point).

Note that in Position 16a White has only 14 checkers. The two checkers originally on the 3-point were shifted in different directions - one checker to the 6-point and the other checker off the board

Position 16a



Position 17



As previously noted, with Cluster Counting, there is almost always more than one correct way to count a position. You should use whichever cluster formations you can quickly visualize. For example, look at Position 17. With a minimum of shifting, Black's pip count can be quickly counted in several different ways:

- 63 (**5-Prime** + 3) + 75 (five 13s + 10 by shifting two checkers from the 18-point to the 13-point);
- 63 (**5-Prime** + 3) + 62 (**RP#6**) + 13 (spare checker on the 13-point);
- 50 (**Mirrors** on the 12- and 13-points) + 50 (**Mirrors** on the 7- and 18-points) + 30 (six 5s) + 8 (Checker on the 8-point).

CONCLUSION

Well, that's the system. Certainly my list of seven **Reference Positions** is by no means inclusive. You probably already know or will discover other positions that can be added to the list. Will mastering the Cluster Counting technique improve your game, or at least make one tedious aspect of backgammon more enjoyable? **Count on it.**

The English Open. June 6,7,8

Michael Crane reports

The English Open (59)

A great turnout for the inaugural tournament of this new, national title. I think the combination of the title and the sponsorship of PartoucheGammon had a major effect on attendance - and for their part, I'd like to thank PartoucheGammon's Eric Guedj, Hugo de Fenyi Rouvière and Nathalie Guez for all they did to help. The trophies were magnificent, the tee-shirts went down very well indeed, and the free seat in Cannes for the winner of the English Open was very generous.

Friday 500 (24)

The weekend got off to a great start when twenty-four players battled it out for the weekend break and the 500 points. Nicky Check managed to make it to the semi's and this was enough for him to gain 12 points and place himself firmly at the top of the list with 68 points. His nearest rival, Mardi Ohannessian is 14 points behind him thanks to a 20 point boost after beating Ed Turner in the final. Latest listing on Page 31.

Main (59)

The 1st Round saw a plethora of fancied players tumble out of the title chase. Here's a few of the better known/better ranked players: Andy Darby. David Nathan. Eamon Keogh. Gerry Enslin. Jeff Barber. John Reddington. Julian Fetterlein. Mardi Ohannessian. Mark Heidenfeld. Paul Gilbertson. Raymond Kershaw. Rosey Bensley. Sean Williams. Tom Duggan.

It didn't leave too many top players in the Main, the most notable were Chris Ternel (out in Round 3), Nicky Check (out in Round 3), Brian Lever (out in Round 3), Adrian Jones (out in Round 2), Jon Barnes (out in Round 2), Ray Tannen (out in Round 2), Rachel Rhodes (out in Round 2), Kevin Stebbing (out in Round 2). So, who did it leave? Well, the Quarter-Finalists were: Cecilia Sparke vs Mike Heard. Zoe Cunningham vs David Motley. Paul Plumptre vs Stewart Pemberton. Peter Bennet vs Dorothy Lee

The ladies have did very well this weekend, three of them got into the last 8, but that was as far as any of them went! Of all the players above, Mike Heard and Peter Bennet were the favourites; however, Mike fell to David Motley in the semi. Peter faired better, he prevailed over Stewart Pemberton to meet with David in the Final. I have yet to push the match through Snowie, but it was Peter who emerged on top to take the newest, Biba national title and he was duly crowned, English Champion 2008.

Consolation (55)

Entering into the 2nd Round via the Main 2nd Round, Uldis Lapikens and Roland Hererra met each other in the non-prog side 'final'. In their match, Roland won and he then went into the Final to meet Chris Ternel who had entered the prog-side after losing his Round 3 match (see above). If the power of thought was enough to bring about a victory, then Roland would have been the winner - his wife, Simonetta was willing him on all the way. Chris was impervious to Simonetta's thought-wave bombardment and it was he that came out the winner.

Last Chance (32)

There were too few players available to enable a 64 open draw, so the Last Chance was kept to 32 entrants. Two of our 'top'



The Trophies



Peter & David



Chris & Roland

Main 1st Round losers had gradually fallen victim throughout the Consolation to end up in the Final of the Last Chance, Mardi and Brian (Lever). Mardi had entered in the top of the draw and was waiting in the Final for Brian who was one of the last to enter. The long wait must have weakened Mardi for it was Brian who took the winner's trophy.

The Grammy (32)

This element was named in memory of Grahame Powell ►

who died last July. I promised him I'd do something to remember him by - and this was it. I commemorated the occasion by wearing a tee-shirt dedicated to him - and I am pleased to say it was in very poor taste Grahame would have loved it! It raised a few eyebrows and laughs from the backgammon players - and loads of frowns and looks of puzzlement among the 'normal' hotel guests.

Vying for the first ever, Grammy, Jon Barnes & Peter Edwards, and Gerry Enslin & Mike Main, met in the semis - encounters from which Peter and Gerry came out to meet each other. This was Peter's first Biba tournament (and I think it was his first backgammon tournament), so it was very fair of Gerry to let him take home the winner's trophy!

Poker (15)

Vicki Pemberton is at it again! She won the Poker and elevated herself into 2nd place in the Poker Grand Prix, Kevin Stebbing came 2nd, and his 23 points pushed him into the 'unofficial' 7th place. Simonetta Hererra came 3rd, but her points total is only equal to the 21 points she has from this win so her position is too low to mention at the moment. Myke Wignal came 4th and Tony Fawcett 5th, the result of which was Myke is now 4th in the Grand Prix and Tony is 3rd. Rosey Bensley is 5th in the Grand Prix - she went out first and gained only one point. OK, I know what you're asking - Why is Kevin's 7th position, 'unofficial'? Well, to qualify for the Grand Prix, players must enter a minimum of five events, and the only ones to actually do this so far are Paul Gilbertson, Vicky, Tony, Myke and Rosey. Several non-qualifying players can make the Top Five, all they need to do is attend a few more events before the last one in November.

Team (14)

As always, this was a raucous, noisy, rowdy affair . . . which is how we like it! My team, with me as Captain, made it into the 2nd Round, but then we came to a halt and went no further. The last four were Sue Keeble & Mark Heidenfeld vs Dave Moon and David Phillips. The Dave's failed in their bid to topple Mark & Sue, and from the Mark and Sue encounter, Mark came out victorious.

Finally

Nathalie Guez (on the right with Grahame, taken in Dublin, 2003) worked very hard over the days prior to the tournament getting the trophies together and shipping them to the hotel, and for that I am very grateful. I mention her here because she and Grahame met in the final of the 2003 Irish Open. Although she lost the match, she never forgot Grahame, and when he died last year she said a few words about him in Cannes, and this weekend she will be thinking of him again.

Once again, many thanks to the PartoucheGammon team; and may Peter Bennet make good use of his free entry into the Cannes tournament and return a winner.



The Snowie stats for the Main between Peter and David can be seen on Page 24



Lousy Tee-shirt



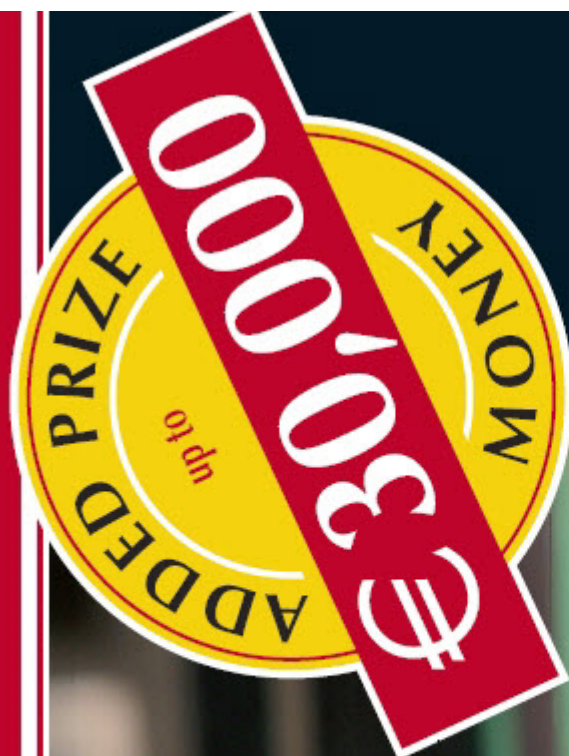
Peter & Gerry



31ST JULY – 5TH AUGUST '08



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Part of



SEASON II

Estimated total payout
1,000,000 \$

3rd Backgammon Davis Doubles

Obituary

Michael Crane

I didn't know Sarah or Steve that well. I had met them a few times at Biba events, but for different reasons they have reserved a space in my memory. Sarah's space is one of a fun-loving girl who liked to cause mischief, and one particular memory is of a comment she made during a doubles event - a comment that I can't divulge here . . . to protect the guilty!



**Sarah Rosich and Steve Lynch
Friends Reunited**

Steve's space is one of disruption and mayhem! As you'll read below in Rebecca's comments, he had a certain reputation and he made my job as TD difficult at times . . . but he also showed great humour and it was difficult to stay mad at him for long. I shall always remember the time he was barred from the Daven-try Paramount hotel after being manhandled by staff after a drinking contest between him and a girl . . . Steve lost! Like Grahame Powell above, he spoke his mind and was as daft as him too. He was a one-off . . . thank God!

Now that Steve, Sarah and Grahame are in backgammon heaven the rest of the departed players had better watch out - heaven is about to explode!

Rebecca Bell

I met Sarah Rosich of Bristol and Steve Lynch of Birmingham at a Biba event in Coventry approximately 8 years ago. Steve and Sarah both modestly considered themselves brilliant players and were constantly aggrieved by the fact I was the only one to win a trophy. (I hope they are reading this, ha ha).

We remained firm friends until Sarah's sudden death from influenza in December 2007, aged just 40. Steve and I attended her funeral in January of this year and " the Power of 3" as we jokingly called ourselves became "the Power of 2". Steve and I made a pact to rekindle our love of Backgammon in Sarah's memory, it had been a couple of years since any of us made it to a Biba event, mainly due to family and financial commitments. We planned to start after the summer.

Sadly, Steve took his own life in May. Largely an obnoxious and arrogant backgammon player you may remember him either drunk, boasting, sulking or causing disruption, but he was hugely entertaining and under all the male bravado he had a good and caring heart and would move mountains for those he loved. He was also a genius in many ways and by his own admission "slightly magical"! So now all that's left is "the power of 1" and I shall be back at BIBA events later in the year in memory of two very special, unforgettable, people - my Sarah and Steve x

If you have any comments about Sarah or Steve please send them to me and I shall place them on the Biba web site. MC

The Keren Di Bona Trophy Michael Crane reports

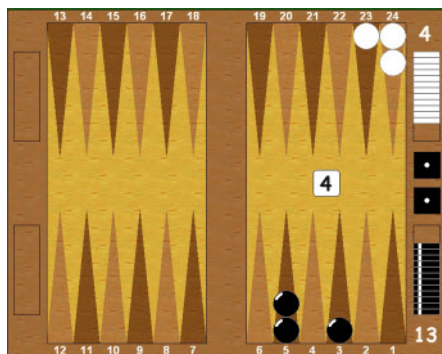
The weekend got off to a decent start with the **Friday 500 (10)**. Ten players sat down to battle it out for the weekend prize, and by midnight we were down to two, Gerry Enslin and Ray Tannen. They had beaten back challenges from Myke Wignall and Julian Fetterlein respectively and in the final (played Saturday morning) it was Ray that came out the victor. Latest listing on page 31.

On the Saturday the **Main (22)** got underway without the sponsor, Emmanuel Di Bona, being present, which was a bit of a shame for I am sure he'd have enjoyed himself. Twenty-two might appear low, but it was an improvement on last year's twenty-one! We got down to the Last 8 on Saturday afternoon where the fixtures were:

Nicky Check vs Martin Barkwill: Martin won. Phillip Tutchings vs Tom Duggan: Phillip won and played Martin.

Myke Wignall vs Paul Gilbertson: Myke won. Peter Bennet vs David Motley: Peter won and played Myke.

From these pairing, Martin triumphed over Phil by virtue of a poor cube decision on Phil's part. With the score at 8-7 to Phil (black) to 11 points, he shipped across a 4-cube in this position ...



This is a clear take for Martin and he should have snatched it up; however, Martin being Martin, thought about it for a good while . . . and then snatched it up! This isn't a re-cube, and giving it away for DMP is a big mistake.

Peter got the better of his old doubles partner, Myke, and he was into his second consecutive final (having won last month's English Open), and was now on 9 x 11-point wins in a row; hoping to make it 10 and getting his second 1000-to-1 trophy, his first being November



**Peter with Deena Fawcett
(Assistant Director)
Martin**

2000. He looked as if he wasn't going to make it when Martin went into a 6-0 lead but then Martin stalled, unable to win another point as Peter pulled back ►

The Snowie stats from Page 21

Match detailed statistics for British Open

Player	Peter Bennet	David Motley
Rating	expert	advanced
Overall	5.792/16.271	6.388/18.438
Errors(blunders)	21(6)	17(8)
Checker play errors		
Checker play	3.124/10.893	5.963/17.482
Errors(blunders)	11(2)	16(7)
Double errors		
Overall	2.668/5.378	0.425/0.957
Missed double	2.663/5.369	0.425/0.957
Wrong double	0.005/0.010	0.000/0.000
Errors(blunders)	10(4)	1(1)
Take errors		
Overall	0.000/0.000	0.000/0.000
Wrong take	0.000/0.000	0.000/0.000
Wrong pass	0.000/0.000	0.000/0.000
Errors(blunders)	0(0)	0(0)
Peter Bennet was 52.17% - 47.83% favourite		

With such a small field of players to draw from the **Last Chance (16)** was an open draw. Taking advantage of re-entries, Steve Rimmer and Richard Holness battled it out for 1st place, an encounter that Steve won. The **Bona of Contention (16)** was another open draw, but this time the finalists, Marcus Wrinch and Myke Wignall didn't avail themselves of re-entering, each playing from their 1st try. It was Marcus that got the upper hand and he took home the 'bigger' trophy leaving Myke with a tiny, tiny little trophy!

The **Poker (5)** was very slow getting entrants, and by

close of Registration just three, Paul Gilbertson, Myke Wignall and Tony Fawcett (director) were the only ones down to play! But, over dinner - and after many pints of lager - these three tipsy players managed to entice John Hedge (who claimed he didn't know how to play!) and Martin Barkwill into their fold. As it turned out, being 'sober' made a big difference in that 1st and 2nd were John and Martin, with the drunkards bringing up the rear: Tony, Myke and Paul. The moral is, if you want to get ahead in the poker - keep a clear one! Listing on page 31.

There was a magnificent entry for the first ever Biba **Piphit (4)** event! Me, Ce-

dric Lytton, Gerry Enslin and Richard Holness! Richard and I were Piphit virgins whereas Cedric and Gerry had been practicing all day. This proved to be very effective for we virgins were well and truly deflowered, (me by Gerry, Richard by Cedric) and the Final was a pitched battle against the two from Norfolk, an encounter from which Cedric (who has written a very technical paper on Piphit - to be published via Biba later) emerged the first Piphit Champion.

I'm not sure about Piphit. It relies too much on luck in my opinion and it was this luck element that put off a lot of potential entrants. I suppose it's OK for a bit of fun but I can't see it taking off seriously. Also, games take a good bit longer to complete, which, as a TD, I see as a bad thing.

Finally

Well, despite the absence of its sponsor, the event went along well and (most of) those that turned out enjoyed themselves. If it was marred by anything it was by some players moaning, and groaning and tutting throughout their matches - even when they won! I had a couple of emails after the weekend bringing this sort of behaviour to my attention, which is a tad too late, really.

If I had been made aware of the off-putting behaviour as and when it happened I could have dealt with it. As it is, dealing with it retrospectively is difficult. If you are annoyed by an opponent's behaviour, report it and I'll do something about it - don't wait until the event is over to tell me.

Lastly, thanks to Deena for another superb job as my assistant.

nd then ahead winning 6-11. So, two wins in a row and now the first to win two 1000-to-1 trophies! Well done, Peter. Let's hope you can win a third final with your free entry at Cannes (see English Open report). Good luck.

In the **Progressive Consolation (18)** Julian Fetterlein tore through Mike Barret (new member), Steve Rimmer, Nicky Check and Tom Duggan (defending Main winner from 2007), to secure a place in the final against Paul Gilbertson who entered from the progressive side (Last 8 of the Main). Julian's momentum couldn't be stopped, however, and it was he that came out the winner.

Julian & Paul



Richard & Steve



Marcus & Myke



Forthcoming Events - also see pages 8 & 26

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!



12th Mindsports Olympiad 2008 16 to 25 August



Thanks to Andrew Havery the MSO will be staged at a new, London venue, The Royal Horticultural Halls, 80 Vincent Square, (Westminster) London SW1P 2PE, 10 minutes from Victoria railway and underground station, Pimlico and St James's Park tube, 10 minutes from Westminster tube. All events start at 09:30 and each costs £12 for adults and £8 for children (18 years old or less); except for the Monday event when the cost is £8 for all ages.

The Vincent Square Cup Sat 16th & Sun 17th (2.25 hours per round)	Qualification: Open to all players. Format: Two day Swiss Format of 6, 11 point matches, four on Saturday, two on Sunday. 1st 2nd & 3rd will win Gold, Silver, Bronze. <u>BIBA GP EVENT</u>
Olympiad Championship Thu 21st, Fri 22nd (2.25 hours per round)	Qualification: Open to all players. Format: Two day Swiss Format of 6, 11 point matches, three per day. 1st 2nd & 3rd will win Gold, Silver, Bronze. <u>BIBA GP EVENT</u>
The Blitz Sat 23rd (45 minutes per round)	Qualification: Open to all players. Format: One day Swiss Format of 6, 3 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze.
The Olympiad Rapid Sun 24th (1.25 hours per round)	Qualification: Open to all players. Format: One day Swiss Format of 4, 5 point matches. 1st 2nd & 3rd will win Gold, Silver, Bronze.
1-point Round Robin Mon 25th (continuous play)	Qualification:: Open to all players. Format: One day Round Robin of 1 point matches without the cube. Entrant accruing the most points will be adjudged the winner. 1st 2nd & 3rd will win Gold, Silver, Bronze.
IMPORTANT Entrants must be in the playing area no later than 15 minutes prior to the start of Round One to register with the Director for entry into the draw.	Tournament positions in all the above: In the event of a tie for a medal position head-to-head matches will determine final positions, followed by the sums of opponent's scores if necessary. The scores of players that fail to complete all rounds will be extrapolated to render a total score. E.G. Wins 2 out of 3, extrapolated to 4 out of 6. Byes: Random byes will be chosen from the lowest scoring players in each round. No player will have more than one bye. Rules: Full Biba rules will be used for all events.

*** THIS IS A LIMITED GRAND PRIX EVENT ***

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 @ Daventry, Hinckley & Walton Hall

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		▶ Note venue changes ◀		
Jul 19,20	13 th Liverpool Open	GP -	Liverpool	Combination
Aug 1,2,3	SAC Trophy	GP UK	Daventry	Swiss
Aug 16 - 25	12 th Mind Sports Olympiad	GP -	London	Swiss
Sep 5,6,7	Backgammon in London (formerly, Backpacker 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	Hinckley ◀	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.

Three events have been moved from the Barceló Daventry to other locations.
The latest one is the Townharbour Trophy in November.



BACKGAMMON in LONDON



5, 6, 7 September

Mike Main, formerly of the Backpacker Trophy is now sponsoring his new venture, Backgammon in London. The knockout format offers the usual four elements plus extras to be announced during the event. Mike is holding satellite events (details via www.backgammoninlondon.com) offering players the opportunity to attend for only a fiver! If you're not able to qualify via BiL then book your accommodation soonest - and it's being held at Hinckley, not Daventry!

What is? How Does? What are?

I have come to realise that many of our newer members don't necessarily understand what a lot of the tables and listings shown in Tournament Results actually mean. To help them understand, here's an explanation:

What are Grand Prix Points?

Our Biba Grand Prix Championship is comprised of two sections - Swiss format and Knockouts - being decided over a series of Grand Prix tournaments (all formats) in which players gain points towards an annual total based upon match wins. Grand Prix points are points awarded to round winners of all 11-, 7-, 5- and 3-point matches in Biba events or non-Biba events recognised as GP events. Your six best positions are used to decide your eventual score; so, if you are in the points more than six times the better scores will replace the poorer ones. At the end of the Grand Prix season all points are reset to zero. I shan't go into the points structure here but if you want to see them look on the Biba web site here: www.backgammon-biba.co.uk/FormatProposal.htm

There is no minimum tournament entry required but obviously the more tournaments you enter the greater your points total will be. At the end of the year the Biba Championship winners will be the players with the greatest points total. Should two or more players share this total then it shall be decided using 2, 3 or 4 decimal places.

What is the Ranking Championship?

All members start with a ranking of around 1640 and this is adjusted according to wins/losses during tournaments. All matches in the tournaments are ranked except 3-pointers. To qualify for the Ranking Championship a player has to play a minimum of 14, 11-point matches in a year (if you play more than 14, lower scores will be replaced by higher ones) and an average is worked out, the champion being the player with the best average. Scores are decided by adding 500 points to an opponents' Ranking Score if you win or by deducting 500 points if you lose. This system allows everyone to have a chance at becoming the champion. It is slightly biased towards the lower ranked players for their wins will often be against higher ranked players. This means that the higher ranked players have to win far more games against their high-ranked peers than against the lower-ranked players.

What are the UK Finals?

In eight designated tournaments throughout the year (Bright 'n' Breezy, Jarvis, British International, British Open, County Cups, Studio Anne Carlton, Irish Open, Townharbour) the winner is entered into the last 16 of the Main, and gets one nights' free accommodation to the UK Finals held in December of that year. In the event of the 1st player being unable to attend then the place will be given to the 2nd player. If that 2nd player has qualified in their own right or is unable to take up the position, then no-one will replace the missing player and the position will be taken up by an extra qualifier from the Saturday Main Qualifier tournament. Any player being 1st more than once will be given one bye in the Main Finals and any subsequent positions taken up by a Saturday qualifier. Players that have not pre-qualified by winning one of the eight events mentioned above can enter a qualifying tournament on the first day (Saturday) of the Finals weekend. From this qualifying event a minimum of eight players will join the pre-qualifiers to make a Main entry of 16 players.

What is the Friday 500?

It is a 5-point Knockout based over 11 tournaments, the final winner of which will take home from the December, Gilbertson UK Finals the princely sum of £500. All players get 4 points for entering. This is increased to 7 for last 16 losers, 9 for last 8, 12 for semi-final losers, and finally 16 and 20 for 2nd and 1st respectively. This method of awarding points means that it could be possible to gain enough points to qualify by attending on a regular basis (11 x 4 = 44 points). At the same time it means that coming just once or twice throughout the year and winning or placing in the last 8 won't guarantee a place. This system also means that should the turnout be fewer than 16 (but greater than 8), the 1st Round losers will in fact get 7 points, and for fields of 8 and fewer, the 1st Round losers will get 9 points. Just how many entrants each event will attract is unknown - so it might well be worthwhile entering just in case the number of entrants is fewer than 16! Can you afford not to enter?

The top placed player after the November event (the last event of the year before the December Finals) will receive £100 for being the Top Player. The December draw will be 1st vs 16th, 2nd vs 15th, etc, etc. If fewer than 16 entrants turn up in December players from 17th upwards will be allowed to enter should they be present. A failure to get a 16-draw will mean byes will be applied, and these will be allocated from 1st position downwards until filled.

How Does The Poker Grand Prix Work?

The poker grand prix functions as the backgammon grand prix inasmuch as the leader after the November event will be the Poker Grand Prix Champion and the prize money accrued over the year will be paid out according to the listing to the Top Five placed players thus: 1st 40%, 2nd 25%, 3rd 20%, 4th 10% and 5th 5%. To encourage (and reward) regular entry the qualifying minimum number of events needed to qualify for a Top Five place will be five (out of a possible 11). Once a player reaches five entries they can replace lower scores with higher ones. Players making the final 8 at each event will get bonus points of 3 to 10 for position 8th to 1st. Thus in a 16-player tourney the last-placed person scores 1 point, second to last 2 points, third to last 3 points and so on until we reach 8th place where the bonus kicks in and 8th place gets 12 points and 9th 8 points. It is recognised that making the 'final' table is an achievement and is therefore rewarded by the points allocation.

Tournament Results

The Partouche English Open, 6, 7, 8 June, 2008

Main (59)

1	Peter Bennet
2	David Motley
3&4	Mike Heard
3&4	Stewart Pemberton
5to8	Cecilia Sparke
5to8	Zoe Cunningham
5to8	Paul Plumptre
5to8	Dorothy Lee

Last Chance (32)

1	Brian Lever
2	Mardi Ohannessian
3&4	Rosey Bensley
3&4	George Miltiadou
5to8	Julian Fetterlein
5to8	Ann Pocknell
5to8	Tom Duggan
5to8	Paul Gilbertson

Team (14)

1	Mark Heidenfeld
2	Sue Keeble

Friday 500 (24)

1	Mardi Ohannessian
2	Ed Turner
3&4	Nicky Check
3&4	Andy Darby
5to8	Myke Wignall
5to8	Paul Gilbertson
5to8	Stewart Pemberton
5to8	Mike Main

Consolation (55)

1	Chris Ternel
2	Roland Herrera
3&4	Uldis Lapikens
3&4	Dorothy Lee
5to8	Jeff Barber
5to8	Michael Bennett
5to8	Kevin Stebbing
5to8	Zoe Cunningham

The Grammy (32)

1	Peter Edwards
2	Gerry Enslin
3&4	Jon Barnes
3&4	Mike Main
5to8	Mick Vacarey
5to8	Ed Turner
5to8	David Nathan
5to8	Cecilia Sparke

Poker (15)

1	Vicky Pemberton
2	Kevin Stebbing
3	Simonetta Herrera
4	Myke Wignall
5	Tony Fawcett
6	Paul Gilbertson
7	Gaz Owen
8	Mick Vacarey

Ranking Changes @ English Open:

New Old

1995	2022	Julian Fetterlein
1925	1908	Brian Lever
1905	1928	Ray Tannen
1870	1796	Peter Bennet
1857	1866	Mark Heidenfeld
1853	1848	Adrian Jones
1851	1819	Uldis Lapikens
1827	1781	Chris Ternel
1810	1814	Rachel Rhodes
1805	1840	David Nathan
1793	1797	Ann Pocknell
1784	1751	Mike Heard
1755	1746	Kevin Stebbing
1754	1780	Tom Duggan
1721	1724	Paul Gilbertson
1697	1696	Nicky Check
1660	1601	David Motley
1653	1650	David Phillips
1649	1630	Peter Chan

1624	1650	Peter Edwards
1621	1650	Garry Smith
1607	1599	Jon Barnes
1604	1629	Edwin Turner
1604	1568	Roland Herrera
1600	1588	Jeff Barber
1599	1538	Stuart Pemberton
1593	1620	Raymond Kershaw
1588	1604	John Reddington
1577	1583	Mardi Ohannessian
1573	1576	George Miltiadou
1565	1577	Eddie Barker
1565	1547	Dorothy Lee
1559	1532	Cecilia Sparke
1546	1519	Michael Bennett
1543	1571	Andrew Darby
1542	1552	Dave Moon
1539	1505	Zoe Cunningham
1536	1556	Gerry Enslin
1529	1538	Sue Keeble
1529	1535	Sean Williams
1525	1519	Neil Davidson

1517	1490	Paul Plumptre
1489	1510	Neil Everitt
1482	1482	Larry Bennet
1475	1495	Gaz Owen
1473	1488	Ian Trow
1472	1473	Richard Holness
1471	1501	Simonetta Barone
1471	1502	Eamon Keogh
1459	1471	Cynthia Roberts
1455	1465	Myke Wignall
1441	1462	Arthur Wright
1432	1445	Mike Main
1409	1401	Phil Tutchings
1396	1423	Linda Taylor
1381	1370	Mick Vacarey
1348	1356	Paul Barwick
1336	1325	Vicky Pemberton
1333	1326	Rosey Bensley

Grand Prix @ English Open:

24.77	Peter Bennet
18.58	David Motley
13.42	Mike Heard
13.42	Stuart Pemberton
13.41	Chris Ternel
9.29	Zoe Cunningham
9.29	Paul Plumptre
9.29	Cecilia Sparke
9.28	Uldis Lapikens
9.28	Jeff Barber
9.28	Roland Herrera
9.27	Brian Lever
6.19	Peter Chan
6.19	Nicky Check
6.19	Rachel Rhodes

6.19	Adrian Jones
6.19	Dorothy Lee
6.18	Michael Bennett
6.18	David Phillips
6.17	Mardi Ohannessian
6.16	Peter Edwards
4.13	Paul Barwick
4.13	Ray Tannen
4.13	Kevin Stebbing
4.13	Jon Barnes
4.13	Myke Wignall
4.13	Neil Davidson
4.13	Ann Pocknell
4.13	Sue Keeble
4.13	Mick Vacarey

4.13	Phil Tutchings
4.13	Vicky Pemberton
4.13	Larry Bennet
4.13	Dave Moon
4.12	Paul Gilbertson
4.12	Mark Heidenfeld
4.12	Sean Williams
4.12	Cynthia Roberts
4.11	Rosey Bensley
4.11	George Miltiadou
4.10	Gerry Enslin
2.58	Mike Main
2.58	Eddie Barker
2.58	Richard Holness
2.58	Neil Everitt
2.58	John Reddington
2.58	Linda Taylor

2.58	Ian Trow
2.58	Gaz Owen
2.57	Julian Fetterlein
2.57	Tom Duggan
2.06	Raymond Kershaw
2.06	Edwin Turner
2.06	Arthur Wright
2.05	David Nathan
1.55	Simonetta Barone
1.55	Eamon Keogh



The Keren Di Bona Memorial Trophy 4, 5, 6, July 2008

Main (22)

1	Peter Bennet
2	Martin Barkwill
3&4	Philip Tutchings
3&4	Myke Wignall
5to8	Nicky Check
5to8	Tom Duggan
5to8	Paul Gilbertson
5to8	David Motley

Consolation (18)

1	Julian Fetterlein
2	Paul Gilbertson
3&4	Tom Duggan
3&4	Jeff Barber
5to8	Nicky Check
5to8	Marcus Wrinch
5to8	Uldis Lapikens
5to8	David Motley

Last Chance (16)

1	Steve Rimmer
2	Richard Holness
3&4	Cedric Lytton
3&4	Uldis Lapikens

Bona of Contention (16)

1	Marcus Wrinch
2	Myke Wignall
3&4	Nicky Check
3&4	Tony Fawcett

Poker (5)

1	John Hedge
2	Martin Barkwill
3	Tony Fawcett
4	Myke Wignall
5	Paul Gilbertson

Piphit (4)

1	Cedric Lytton
2	Gerry Enslin

Friday 500 (10)

1	Ray Tannen
2	Gerry Enslin
3&4	Myke Wignall
3&4	Julian Fetterlein
5to8	David Nathan
5to8	Jeff Barber
5to8	Tom Duggan
5to8	Tony Fawcett

Ranking Changes @ KdB:

New	Old							
2017	1995	Julian Fetterlein	1719	1711	Steve Rimmer	1568	1573	John Hedge
1916	1870	Peter Bennet	1719	1721	Paul Gilbertson	1519	1526	Marcus Wrinch
1882	1905	Ray Tannen	1699	1697	Nicky Check	1507	1536	Gerry Enslin
1842	1851	Uldis Lapikens	1677	1635	Martin Barkwill	1492	1517	Paul Plumtre
1783	1805	David Nathan	1655	1660	David Motley	1481	1455	Myke Wignall
1745	1754	Tom Duggan	1607	1600	Jeff Barber	1481	1472	Richard Holness
			1591	1615	Tony Fawcett	1454	1409	Phil Tutchings
			1588	1610	Mike Barrett	1367	1379	Cedric Lytton

Grand Prix @ KdB:

13.42	Peter Bennet	6.19	Nicky Check	4.13	Richard Holness	2.58	Tony Fawcett
13.42	Martin Barkwill	6.19	Myke Wignall	4.13	John Hedge	2.58	Paul Plumtre
13.41	Julian Fetterlein	4.13	Jeff Barber	4.12	Uldis Lapikens	2.58	Mike Barrett
9.29	Phil Tutchings	4.13	David Motley	4.12	Cedric Lytton	1.55	Gerry Enslin
9.28	Steve Rimmer	4.13	Paul Gilbertson	4.12	Marcus Wrinch		
		4.13	Tom Duggan	2.58	Ray Tannen		

Grand Prix Championship July 2008 (6.19 and above)

66.53	Uldis Lapikens	29.92	Jon Barnes	15.46	Roland Herrera	9.29	Sean Casey
60.88	Peter Bennet	27.86	Mick Vacarey	15.45	Michael Bennett	9.29	Zoe Cunningham
54.70	Mike Heard	27.83	Marcus Wrinch	14.42	Rosey Bensley	9.29	Howard Furr-Barton
54.17	Ray Tannen	27.32	Dorothy Lee	13.93	Lawrence Powell	9.29	Richard Holness
51.04	Rachel Rhodes	26.77	Brian Lever	13.42	Arthur Musgrove	9.28	Steve Rimmer
48.51	Tony Fawcett	26.26	Mardi Ohannessian	13.42	Neil Davidson	9.27	Simon K Jones
44.89	Stuart Pemberton	25.26	Julian Fetterlein	13.42	David Barker	8.26	Vicky Pemberton
42.84	Myke Wignall	23.21	Paul Barwick	13.41	John Wright	8.24	Cynthia Roberts
40.21	Adrian Jones	21.67	Martin Barkwill	13.40	Angela Dell	7.74	Neil Webb
39.22	Ann Pocknell	19.61	Raymond Kershaw	13.40	Philip Virschjager	6.71	Neil Everitt
38.70	Paul Gilbertson	19.61	Kevin Stebbing	12.38	Stephen Drake	6.71	Gaz Owen
38.70	Chris Ternel	19.61	Dave Treacy	12.38	Vicky Chandler	6.70	Eddie Barker
37.66	Jeff Barber	19.61	Phil Tutchings	12.38	Larry Bennet	6.19	Peter Snape
37.65	David Motley	19.01	Irving Czechowicz	12.37	Nigel Merrigan	6.19	Liz Perry
36.63	John Reddington	18.58	Roy Hollands	11.86	Paul Watts	6.19	Mark Dixon
36.61	Edwin Turner	18.58	Mike Hanson	10.84	Bill Spiers	6.19	Mick Butterfield
36.12	Mark Heidenfeld	18.57	Bill Young	10.82	Linda Taylor	6.19	Andrew Darby
35.59	Tom Duggan	18.56	Michel Lamote	10.32	Stuart Mann	6.19	John Batty
35.09	John Hedge	18.04	Crispin Duke	10.31	Fak Laight	6.19	David Horner
34.04	David Nathan	17.55	Dave Moon	10.31	Sue Keeble	6.19	Chris Purchase
32.47	Nicky Check	17.54	Rida Hassan	10.31	Jonathan Powell	6.19	Lars Justsen
31.99	Peter Chan	16.00	Paul Plumtre	10.30	George Miltiadou	6.19	Walter Busato
31.95	Gerry Enslin	15.48	Ralph Eskinazi	9.78	George Hall	6.19	Max Limb
31.44	Arthur Wright	15.48	Ian Davidson	9.29	Ian Tarr		
30.44	Peter Christmas	15.48	Cecilia Sparke	9.29	Raj Jansari		

Ranking Championship, July 2008

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

Q 2183.43	Peter Bennet	Q 1550.71	Paul Barwick	9 1295.00	Linda Taylor
Q 2067.93	Uldis Lapikens	Q 1520.29	Mardi Ohannessian	8 1941.63	Mark Heidenfeld
Q 2061.93	Stewart Pemberton	Q 1225.71	Vicky Pemberton	8 1815.00	Ray Kershaw
Q 2028.29	Mike Heard	13 1714.54	Peter Chan	8 1756.38	Martin Barkwill
Q 2003.93	Tony Fawcett	13 1635.85	Marcus Wrinch	8 1660.63	Ian Davidson
Q 1959.43	David Nathan	13 1543.77	Rachel Rhodes	8 1648.63	John Reddington
Q 1957.29	Myke Wignall	12 1862.92	Ann Pocknell	8 1316.13	Paul Watts
Q 1909.29	Adrian Jones	12 1713.25	Ray Tannen	8 1253.50	Fak Laight
Q 1888.57	Paul Gilbertson	11 1801.55	John Hedge	7 1923.57	Cecilia Sparke
Q 1820.Q	David Motley	11 1746.00	Kevin Stebbing	7 1904.29	Phil Tutchings
Q 1801.43	Chris Ternel	11 1738.45	Dave Treacy	7 1879.29	Dave Moon
Q 1790.36	Nicky Check	11 1622.36	Tom Duggan	7 1806.57	Roy Hollands
Q 1779.86	Jeff Barber	11 1603.36	Paul Plumptre	7 1641.00	Johnathan Powell
Q 1771.57	Gerry Enslin	10 1387.40	Crispin Duke	7 1632.86	Lawrence Powell
Q 1726.21	Mick Vacarey	10 1279.60	Arthur Wright	7 1491.71	Dorothy Lee
Q 1694.64	Ed Turner	9 1579.44	Stephen Drake	7 1269.29	Vicky Chandler
Q 1677.43	Peter Christmas	9 1534.67	Larry Bennett	6 1795.17	Neil Davidson
Q 1619.86	Jon Barnes	9 2183.43	Rosey Bensley	6 1766.50	William Spiers

PRIZE FUND PAYOUTS

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

In the Poker the Top Five players are paid out a percentage of the total pot after completion of the November event. Currently the pot stands at £594 and is paying: £237.60 £148.50, £118.80, £59.40, £29.70

Grand Prix	Prize	Ranking
Uldis Lapikens	£247.80	Peter Bennet
Peter Bennet	£177.00	Uldis Lapikens
Mike Heard	£141.60	Stewart Pemberton
Ray Tannen	£106.20	Mike Heard
Rachel Rhodes	£70.80	Tony Fawcett
Tony Fawcett	£53.10	David Nathan
Stuart Pemberton	£35.40	Myke Wignall
Myke Wignall	£17.70	Adrian Jones
Adrian Jones	£17.70	Paul Gilbertson
Ann Pocknell	£17.70	David Motley

In the Grand Prix and Ranking Championships the Top 10 players in each will get a percentage of the total fund. At the moment (July) the fund stands at £1770. This will be increased monthly including November and will be paid out in January at the Bright 'n' Breezy tournament.

It can be seen that many of the players will be getting a double share, one from each Championship. At the moment Uldis and Peter have £424.80 each - a good payout and a nice New Year present if they continue to hold onto their top spots!

With four more events to come (Aug. Sep. Oct. Nov.) there's plenty of time for all these positions to alter. The most volatile is the Grand Prix, the reason being that Liverpool, the Mind Sports Olympiad and the Irish Open are all Biba Grand Prix events! So, don't despair, enter the forthcoming events and see if you can get a nice Christmas or New Year pay packet!

Friday 500 Positions - July

75	Nicky Check	12	William Spiers	4	David Motley
65	Myke Wignall	11	Arthur Wright	4	Garry Smith
54	Mardi Ohannessian	11	Brian Lever	4	Geoff Conn
50	Ray Tannen	11	Jerry Limb	4	Irving Czechowicz
47	Paul Gilbertson	11	John Reddington	4	John Hurst
47	Stewart Pemberton	9	Sue Keeble	4	Julian Minwalla
46	Vicki Pemberton	9	Ann Pocknell	4	Lewis Young
45	Gerry Enslin	9	Brian Metcalf	4	Linda Taylor
45	David Nathan	9	David McNamara	4	Marc Turner
45	Ed Turner	9	Max Limb	4	Mark Dixon
42	Jeff Barber	9	Mike Main	4	Matthew Fisher
41	Rosey Bensley	9	Neil Webb	4	Michel Lamote
36	Tom Duggan	8	Dorothy Lee	4	Neil Young
36	Tony Fawcett	8	Marcus Wrinch	4	Paul Learmount
35	Julian Fetterlein	8	Roland Herrera	4	Peter Bennet
26	Paul Watts	7	Cedric Lytton	4	Philip Vischjager
<u>Top 16 players above here</u>		7	Cynthia Roberts	4	Rachel Rhodes
24	Paul Barwick	7	Daniel Tutching	4	Raj Jansari
23	Nigel Merrigan	7	Fak Laight	4	Ray Kershaw
19	Andy Darby	7	Gaz Owen	4	Richard Biddle
18	John Hedge	7	George Hall	4	Robert Tutching
16	Crispin Duke	7	Kevin Stebbing	4	Roy Hollands
16	Martin Barkwill	7	Mike Ireland	4	Simon Barget
16	Rida Hassan	7	Phil Tutchings	4	Simonetta Herrera
12	Mike Waid	4	Tony Lee	4	Stephen Drake
12	Peter Christmas	4	Adrian Jones	4	Sue Metcalf
12	Ralph Eskinazi	4	Cecilia Sparke	4	Tony Walters
		4	Chris Ternel		
		4	Costas Costi		

Poker Grand Prix - July

Pts	Ents	Player	Pts	Ents	Player
99	Q	Paul Gilbertson	24	2	Rida Hassan
88	Q	Tony Fawcett	24	1	Alison Lee
87	Q	Vicky Pemberton	23	1	John Sprague
81	Q	Myke Wignall	22	2	Nigel Merrigan
29	Q	Rosey Bensley	22	1	Tony Lee
69	3	Kevin Stebbing	21	2	Cecilia Sparke
66	3	Paul Watts	21	1	Dave Moon
60	3	Lawrence Powell	21	1	Simonetta Herrera
53	3	Ann Pocknell	20	1	Blaine Buchanan
50	3	Crispin Duke	19	1	Mark Dixon
42	1	Steve Hallett	17	2	Gaz Owen
40	1	Jon Sharp	17	1	Carter Mattig
37	2	Roy Hollands	15	1	John Hedge
34	1	Felix Vink	14	1	Mo Vafaei
33	4	Mick Vacarey	13	1	Martin Barkwill
32	1	Philip Vischjager	13	1	David McNamara
31	3	Stewart Pemberton	13	1	Jacky Hamilton
28	2	Jerry Limb	12	1	Daniel Tutchings
28	1	Paul Learmount	12	1	Ralph Eskinazi
26	1	John Batty	12	1	Stephen Drake
			11	1	Robert Tutchings
			10	2	Eamon Keogh
			10	1	Ray Fard
			7	1	Marc Turner
			7	1	Steve Pettit
			6	1	Neil Young
			5	1	Andreas Vrhosek
			4	1	Max Limb
			4	1	Michael Benett
			4	1	Neil Davidson
			3	2	Andy Darby
			3	1	John Hurst
			3	1	Mick Butterfield
			3	1	Cora Gilbertson
			2	1	Andy Bell
			2	1	Costas Costi
			2	1	Phil Tutchings
			1	1	Larry Bennett

There's still plenty of time for many players to usurp the Top 5. Now that they have played five events they can only replace worse scores with better ones.

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