

BIBAFAX

No. 99 2009

March

April

Magazine of the British Isles Backgammon Association

Editor/Publisher: Michael Crane, 2 Redbourne Drive, Lincoln. LN2 2HG

Office/Fax: 01522 888676, Mobile: 07900 916468

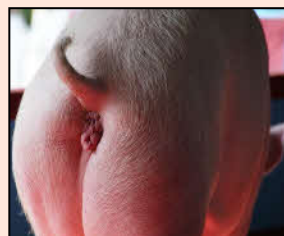
info@backgammon-biba.co.uk, www.backgammon-biba.co.uk



Dedicated To Backgammon



What possible connection can these
images have to do with backgammon?



To find out, turn now to Page 3

Controversy @ PartoucheGammon Tour Grand Finale

The long awaited, postponed Final planned for October last year, has at last been completed amid some controversy over the allowing of substitute players for a couple of the 32 pre-qualifiers. It has come to my notice that many players were very unhappy about this.

Pia Jeppesen, ranked #11, one of the 32 qualifiers, had booked a cruise last year (before the new dates were announced), which coincided with the new dates. She was allowed by the organisers to send a substitute. She sent another Danish player, Chrstian Bladt who plays at Intermediate level - which seems to be a very fair decision on her behalf. She could have sent her 'brother-in-law' Lars Trabolt (the current world champion who lives with Pia's sister, Anne), but didn't. Lars was also at the tournament but he had not pre-qualified and had to pay €2600 to buy-in and the remaining nine others that bought in didn't get a bye but played the lowest placed of the 32 pre-qualifiers in the round of 64. Pia's substitute got a bye, as would Pia if she had played.

What annoys many of the players, including those that bought in, and in particular Salamzy (he bought in, and was very vocal), as was Andreas Humke and Mario Sequera, was that Miki Suzuki ranked #21, another of the 32 qualifiers,

contacted the tournament staff a few days before and said she was ill (Mario had talked to Eric Guedj shortly after the tournament and it was Eric that said, that was what he had heard). Miki on the basis of being "ill" was allowed a substitute, who allegedly just happened to pay her or they had some sort of deal, and the substitute was none other than Francois Tardieu, one of the strongest players in the world. What was wrong with all this, was that Miki was also present at the tournament and by all accounts she didn't appear to be that ill, in fact she was well enough to have recorded all of Francois's matches! Apparently no one (apart from the tournament staff) knew about this substitution before the start. The players present of course had all seen that Tardieu was there before the start and quite naturally assumed that he would be buying-in as he wasn't a pre-qualifier. Only after the 1st./2nd. round was completed, did someone notice that Miki was not playing and Francois was playing instead - needless to say he also had received a bye.

I think that allowing Tardieu to play as a sub, was completely wrong - and as Miki was present it makes it even harder to understand why it was allowed. But even if she hadn't been present substitution should not be allowed - and if any of the pre-qualified players didn't attend, the resulting slots should be given on a random draw to those that bought in. Apparently Nathalie Guez said that because they allowed a sub for Pia, this had created a precedent. Many of the players there thought this decision was wrong.

If they had known that this sort of "manipulation" was tolerated, my source could have got 'Falafel' Natanzon or Nack Ballard to play instead of them, and I am sure that others would have been able to make

a similar deals with some of the players that bought in for €2600 and played an extra round. One word springs to mind. Scandalous!

You can't blame Francois. Miki seems to be culpable in some way, but the tournament staff are to blame in the end. Some, if not all members of the International Ruling Committee were never told about this substitution before the start. I am pretty sure that if any of those on the ruling committee had known about it they would have protested strongly about the decision.

Francois actually went on to split the finals with Olivier Décultot, the eventual winner.

Of course, Biba allows 'substitution' in its UK Finals, but this is well known beforehand and completely above board. It is quite clear that if the qualifying player cannot take up their slot in the Finals, their losing opponent is promoted. If neither can make it, it is left vacant for non-qualifiers to fill. Although it sounds tough, I don't believe Pia should have been allowed a substitute in the first place; although I do understand why in the circumstances.

Grand Finale (42)

Winner	Olivier Decultot
Finalist	François Tardieu
Semi-finalists	Jan Jacobowitz & Najib Salamzy

Main Open (48)

Winner	Bartolomeo Migliore
Finalist	Serge Dahan
Semi-finalists	Olivier Croisille & Scarlett Serrero

Main Consolation

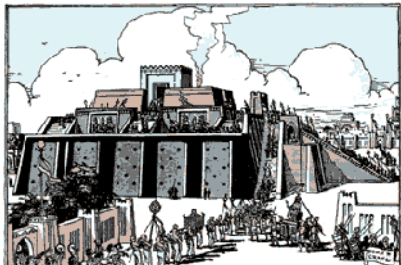
Winner	Raj Jansari
Finalist	Mochy
Semi-finalists	Roland Ekstrom & Fernando Braconi



66 & All That

An irreverent but astonishingly accurate and witty history of backgammon

A long long time ago, about 5000 years before Jesus Christ became an expletive, there lived a people called the Sumerians. They lived in what is now modern-day Iraq and they had a quiet boring life.



Sumer - Home of the Sumerians

One day, a bunch of young Sumerians were chilling out on the banks of the Tigris. One of them turned idly to his mates and said, "I'm bored. It's bloody ages before anyone invents the TV or the Wii; by which time we'll probably be dead and forgotten. What can we do to pass the time?"

"I know", said one of his peers, Bacchilus Gamenius, "I'll invent a game for us to play;" and so saying he grabbed a piece of papyrus and some charcoal and drew a rudimentary board upon it. He then whittled some pieces of wood into tetrahedrals and thus invented dice. He then whittled a few counters out of another piece of wood and lo and behold he had invented a new game.



"Wow," said one his mates, Checkus Bearoffus, "that's a cool looking game. What shall we call it?"



It's backgammon, Jim, but not as we know it.

"I think we should simply call it *Our Game*," proclaimed Bacchilus as he rolled his dice and made the first move, a 62. It was this board that became the blueprint for the board found many years later that was wrongly named, thus robbing Bacchilus Gamenius of eternal fame and any chance of loads of dosh from royalties.

One of the bunch, a soothsayer called, Itoldu Soh, pronounced, "In years to come the people are going to latch onto this and claim this as the first instance of backgammon; even though it looks nothing like it and won't for thousands of years. But, it'll piss off the chess people who usually claim to have the oldest game in the world!"



Bacchilus Gamenius oversees mass production of Our Game

"I think you should have made it a bit more triangular," said Squintus Myopius," as he pointed towards the squares on the paper. "After all, we are the inventors of civilisation's first written language, cuneiform, and that's as triangular as you can get, innit!"

How do we know all this? Well, for the Christmas of 1886, Lenny Wooley's dad gave him a bucket and spade as a present – and it was this simple gift from Woolies that proved to be a catalyst for young Len. He went out into the snow of his back garden and began digging . . . and thirty-four years later, still digging (but this time in the sunnier clime of Iraq, and swapping snow for sand) in the city of Ur



in the 1920s, he unearthed an early game board. The very one invented by Bacchilus Gamenius, - 'Our Game'. Unfortunately, due to a misspelling, Wooley named it The Royal Game of Ur.

For our next incursion into the history of backgammon we move away from 5,000 BC to the more recent, 1,500 BC. Here we find the ancient Egyptian Pharaohs

were playing *Senet*, another board game that appears to resemble backgammon.



The Egyptians were so fond of senet they made sets in the shape of their pets.

But, it's only a tenuous link – some may say, spurious link, to backgammon as we know it. It looked very like Our Game – it was square and not a bit like a backgammon board. We have King Tut to thank for us knowing all about *Senet* for one was found in his tomb.



Nef & Tut were a cool pair.

Here, in Tut's tomb, Queen Nefertari and Tut are seen playing *Senet* in wall paintings in the tombs. Although *Senet* was based upon a board with thirty squares the shape they formed are very unlike the backgammon boards of today. *Senet* boards were placed in tombs as a kind of good-luck charm for the journey into the afterlife; but how lucky is being dead? Successful *Senet* players were thought to be favoured by the gods – a belief founded perhaps on the luck element of the game. So popular was *Senet* that it is even mentioned in the *Book of the Dead* – available at all good funeral parlours.



To find a more 'modern' ancestor to ►

backgammon as we know it we travel to India where *Pacheesy* appears to have originated.



Pacheesy, which apparently used olives as checkers.

Here, *Pacheesy* was a four-player game played with six or seven cowrie shells (such shells were used as dice. It was the rampant use of cowrie shells that led a group named, *GreenPiss* to bemoan the over-harvesting of female cowrie shells leading to a world-wide shortage that lasted until the middle ages); and it too was nothing like backgammon as we know it; but it did share many similarities. It was a race-game; rolling certain cowrie combinations allowed a player to take an extra roll; the object was to be the first player to get all their four checkers around the board and home; checkers could be hit and taken off the board; some checker positions were so strong that opponent's checkers could not pass them. These similarities with the modern game make *Pacheesy* a contributory ancestor even though the board design was that of a symmetrical cross – but to be fair, it was really a first-time game of Ludo!



Moving right up to a time when Jesus Christ was a little baby in Mary's arms, we find the ancient Geeks playing what they called *ludicrous duoscripto* – or to give it its proper, more pretentious name: *ludus duodecim scriptorum* or *XII Scripta*. Prato and Softocleese both make references to it and they both enjoyed a game or two between bouts of philosophy.



Prato and Softocleese flip each other the bird after a game.

As Prato once pondered, "Do the dice rattle in the cup when there's no one around to hear them?"

We can identify with *ludus duodecim scriptorum* or *XII Scripta* so named for the twelve points on either side of the board. One big difference between *ludus duodecim scriptorum* and backgammon is that *ludus duodecim scriptorum* used three dice instead of two. The Romans took their 'game of twelve' very seriously.

The Emperor Claude was reputed to have written a book on the game; Marc Antandec and Clitopatra are thought to have idled away the hours playing it as they sailed down the Nile between sessions of passionate love making.



Clitopatra & Marc Antandec, another, hot, cool pair.

It is a little known fact but the term, 'dancing on the bar' actually comes from this love tryst. Clito would literally dance on the barge's bar while Marc Antandec watched her 'girls' bouncing up and down. Marc Antandec called double-fives 'the girls' because the four dots around the single, middle dot looked remarkably like Clito's breasts!



Many, many years later Paul McGrill was to name double-fives as 'The Girls', although he was totally unaware of the true history around them.

Two Emperors, Zero and Commode were supposedly so smitten by the gambling aspect of what was becoming known by its more popular name, *tabula* (board) that they wagered, and lost, huge sums of money playing it; sometimes they wagered the lives of their female slaves thus birthing the 'under the gun' comment.



It wasn't just Emperors that were addicted

to the game and gambling, ordinary Romans were also setting wagers on the game. At Pompey two wall paintings show scenes of *tabula* being played - in one two players are seen arguing over a game being played and in the other an inn-keeper is seen throwing the players out into the street. This was perhaps the first ever chouette ending acrimoniously.



Temper are raised in an early chouette in a Pompey brothel.

In the brothel, wall murals depict prostitutes and their clients playing strip-backgammon. It was here that the term, 'bare-off' was coined, later corrupted to 'bear-off'.



It has always been thought that 'cock-shot' was coined in the brothel, but, although they do share an outstanding feature, the term, cock-shot wasn't invented until many years later in Solihull.

It was the Romans who brought *tabula*, or *tables* as it became known in Britain, to Europe. In 480 AD Emperor Veno was the victim of some unlucky dice (three of them!) when he rolled a 2, 5 and 6.



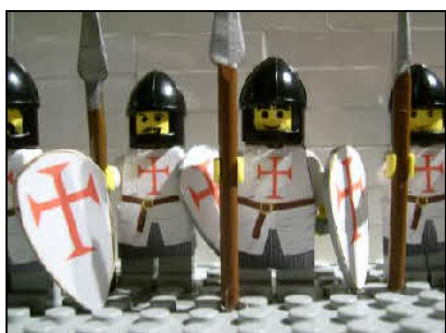
He had to break his blocking points and he lost the game. It would appear that *tabula* was almost identical to modern backgammon except in one very different respect – it used three dice.

The Romans were worried about dicing, or *Badri Tsertsvadze* to use its Latin name, for it was they that

introduced the dice-box; a device much like a cricket box, for producing random rolls of the dice. Even today dice-boxes are in use and are even making an appearance at international tournaments, whereas the cricket box is less used in backgammon thanks to a clamp-down on the rules and bad behaviour.



It wasn't until the 12th Century and the Crusades that *tables* gained in popularity but in a slightly altered form. For many years *nerd* had been played in the Middle East, originating in Persia (modern Iran) and it was this variation that the Crusaders stole from the Muslims and brought back with them upon their return.



Danish Crusaders

This version of *tables*, *nerd*, was played using two dice on a board identical to a modern backgammon board and is reckoned by many to be the true beginning of backgammon as we know it today. However, it is possible that the variation, *Irish*, was in fact this version. *Irish* was very popular throughout Europe, so it was, and it had many names, so it did.

The *Game of Kings* became the game of soldiers. Playing *tables* was so popular that Ricky, the Lonely-Heart and his mate, Fillet of France issued a joint act banning it and other gambling games in 1190.

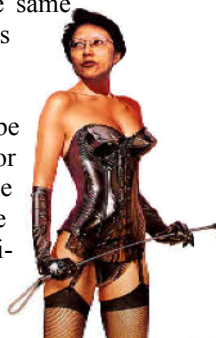


Ricky & Fillet - a right pair of Queens Kings.

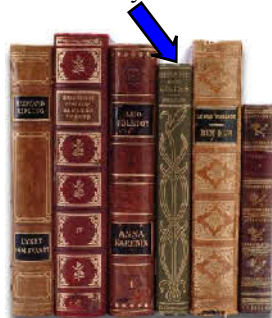
Ricky and his brother, Johnny were not precluded from playing! They played

with each other most nights and often shook each others cups. In 1841, historian Joseph Strut informs us that the decree passed by Ricky I, not only prohibited any person in the army beneath the rank of a knight from playing at any sort of game for money but that none of them was permitted to lose more than twenty shillings in one day. To lose more would incur a penalty of one hundred shillings.

Of course, if a common soldier was to lose as much as a quid he was very unlikely to be able to fork out a fiver in fines! Both Ricky and Fillet were under no such restrictions, but their attendants were restricted to the same amount as the knights (twenty shillings) and their penalty for losing more was to be whipped naked for three days about the buttocks – a practice that later thrived in private schools and the Tory party. To this day some Biba members have mounted a campaign to bring back this tradition.



Cardinal Woolsey decreed the game along with dice, cards and bowls, illegal in 1526 and ordered that all gaming boards were to be burned. It is this act that is thought to have given birth to the folding backgammon board that is so common today. Backgammon boards were disguised as books and laptops and could be folded away and hidden amongst the books on library shelves and in cupboards. It attained the status of *inhonesti ludi* 'dishonest games' and the Catholic Church



waged war against it; and (Saint) Lewis IX of France extended the ban to his subjects and court officials. *Tables* was suppressed (as far as was possible – but with little success) until the end of the 15th Century.

One of the most famous backgammon boards of this time is that which was discovered on Henry Tumor's flagship, *The Mary Rose* that sank in Plymouth harbour in 1545 (in fact the Mary never rose again!). Discovered in a chest in the carpenter's cabin the board is exactly as

we play upon today.



A board as we know it, but one that uses Minstrels for checkers

It was recovered complete with bone dice (the cowries were making a come-back but were keeping a low profile) and wooden checkers. After the ship was raised in 1982 the board was placed in the *Mary Rose* Museum in Plymouth. In 1996 the Director of Special Events of the Hilton hotel chain, Stuart Jackson, and Michael Crane, the Director of the British Isles Backgammon Association commissioned a replica of the board. Built by master-craftsman, Chris Woolcott of Lincoln, it was constructed using the same woods and techniques as used by its original creator.

The board is now owned by Nicky Check who won it at the 1997 *Mary Rose* backgammon tournament. It is a unique board and an object of beauty and craftsmanship; and one that Nicky is keen to sell and make a stonking profit!

Another famous backgammon set was the *Gloucester Tables Set*, excavated in 1983 and reputed to have been owned by William Rustus. Each of the checkers have been carved with Romanesque images. The (rather thick) checkers, all made from bone (the cowries by now have fully recovered and feeling safe were to be appalled to discover they were considered an item of beauty and were trawled up by the bucketful to make necklaces) are mostly well preserved and depict several themes:

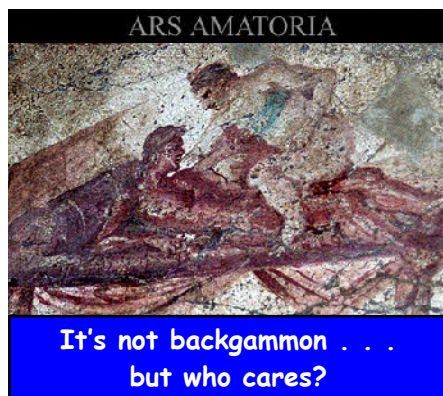


Good and Evil, the Zodiac, natural history, the calendar, Biba and Biblical references. The board is on display in ►

the City Museum along with its chubby checkers.

Throughout the centuries many authors and scholars have written about backgammon:

Spokeshave in *Love's Labours Lust* – Thuggery in *Vanity Flair* – Douglas William Jellymold is quoted as saying, "*The only athletic sport I ever mastered was backgammon.*" – Sir Arthur Cannon-Ball in the Sherlock Homes story, *The Five Orange Pips* – Chancer in *The Canterbury Tails* – Frank Spenser in *The Faerie Queene*. Samuel Peeps in his diaries – Lord By Ron wrote in *Don Juan*: "*Like a backgammon board, the place was dotted with whites and blacks.*" – The Roman poet, Avid is said to made a reference to *ludus duodecim scriptorum* in his *Ars Amatoria* ("The Art of Love"), which being a 'sex manual' puts backgammon in a whole new light and brings us back to 'the girls' and the bare-off.



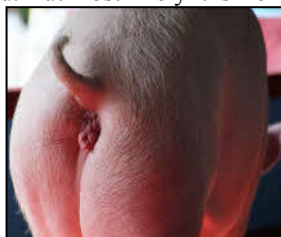
The most famous perhaps is *Boils Treatise on the game of Back-Gammon* [sic] in 1743 by Edward Boil. In 1745 he codified the 'rules' of backgammon and to the present day many of these 'rules' still apply, albeit slightly altered after being modified in 1931 in America, and changed on a daily basis by Biba.



However the word, 'backgammon' was perhaps first used in the Mid-17th century. It was here that the old and new appear to meet. Games historian, H. J. R. Murray-Mint, in *A History of Bored Games Other Than Chess*, originally published in 1801 informs us the differ-

ences between *tables* and backgammon are that in backgammon doublets are played twice and that a 'backgammon' is worth three points. This is still applicable today.

Finally, we now arrive at what we understand as backgammon. There is some speculation as to where the actual name originated: It might be from the Welsh, *bach* (or *bac*), meaning small, and *cam-maun* meaning battle to form 'little battle'. Or it could be from the Middle English, *baec*, which means back, and *gamen*, which means game to give us 'back game'. Or perhaps it was derived from the fact that many backgammon boards could be found on the reverse side of a chessboard. But most likely it is from the 'back' meaning 'the back of' and 'gammon' as in a pig to form an early insult used by poor losers who called their victorious opponents, pig-arses!



No one knows for certain and therefore we are at liberty to choose our own favourite origin. According to the *Oxford Universal Dictionary* the earliest recorded use of the word "backgammon" was 14 June, 1645, prior to the battle of Naseby when the Royalist team lost to the Parliamentary team.

In France the game was known as *tric-trac*, perhaps called so because of the sound the checkers made when moved across the annoying wooden boards and tables upon which the game was played. Louis XIII and Louis XVI each had specially designed *tric-trac* tables; such articles of furniture becoming very popular in the homes of the aristocracy, (and were far superior to the flat-pack boards used by the poor people) - among them, Marie Antonym. Marie lost her head in more ways than one for it is said that one *tric-trac* table cost her 238,000 francs in gold!



During one game she is reputed to have lost deliberately to her opponent to pay

off an embarrassing debt she had accrued. After much research I can now reveal that the embarrassing debt came about after a 62 was rolled from the bar. Say no more!

Its association with the aristocracy doomed *tric-trac* boards and tables to be destroyed during the revolution. The cry, "Off with their pips!" brought a shiver of fear to many a French nobleman.

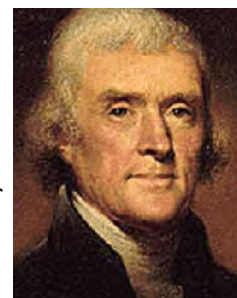


For whatever reason backgammon's popularity waned towards the end of the 19th Century in Europe (although it remained popular with the gentry and affluent the common man lost interest).



And it is to America that we turn to see what caused its rebirth into the modern version we all play today. Although not as popular in the United States it

had been played there since the 17th Century. Thomas Jefferson-Airplane was a keen player and an ardent recorder of his gaming winnings and losses, details of which he kept in a notebook. His religious recording of games fought and lost eventually lead to the adage, "A penny for your fougths" as players tried to purchase his scribbings. It was the gambling side of backgammon that heralded its reincarnation.



Until recently history didn't record who invented the doubling-cube, but it was thought to be a player in America that came up with the idea of doubling the stakes throughout a game. Now, ▶



however, another contender has surfaced, and the Yanks can no longer claim to be the inventors of the doubling cube.

The latest, and most credible, claimant is a Russkie named Grand Dope Dimwit. Not only did he devise a cunning cube to double his winnings he was also involved in the murder of Rastafarin, the Mad Mink.



**Grand Dope Dimwit
Rastafarin, The Mad Mink**

The story goes that Rasta, whilst playing against Dimwit, was facing a definite gammon loss on a 4-cube and was on the bar with just one point open. He rolled 62, came in, hit, jumped out of Dimwit's board and turned the game around! He was so cocky about the turnaround that on his way home Dimwit had him shot.

The doubling cube made a big difference to backgammon. This one idea revolutionised backgammon and it enjoyed a surge in popularity upon which it is still riding. Almost overnight backgammon became perhaps the most popular and exciting gambling game there is, especially with the hustler that invented the doubling cube!

For centuries backgammon and gambling have been closely linked – perhaps good reasons for its banning and punitive repercussions; but with the advent of gaming clubs in America, backgammon tournaments became popular. Soon tournaments were being played all over the world.

The World Championships were first held in 1967 in Las Vegas and was won by Tim Lowlands; they moved to the Bahamas in 1975 and then to Monte Carlo (their present home). This move from Las Vegas, then to the Bahamas and finally to Monte Carlo was a deliberate ploy by the filthy rich to stop the poor people ever becoming world champions. In 1976-1979 there's a small overlap due to there being two world championships for a few years! Now there's a backgam-

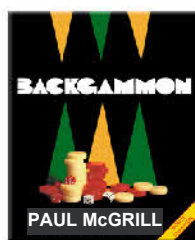
mon tournament almost every day somewhere or other.



**Location of the next world
championship event - England!**

For a long time the Americans dominated the game. They began to lose their grip in the 1990s when European players saved up enough money to enter the world championships and began winning it.

Soon books on backgammon began to appear. Established players such as Paul McGrill started writing about the game and its strategies and tactics; his spartanly named, *Backgammon* being the one book all serious players have in their library. Although first published in 1976 much of its content is relevant today and is an excellent book for players of all levels.



In the early 1990s Jezz Tesaro of IBM's Watson Research Center developed TD-Gammon, a backgammon-playing computer program. It was the first backgammon program that used artificial neural network technology. Playing 300,000 games against itself it learnt from the outcome to become so strong that Jezz



challenged former World Champion, Bill Robotie to play against it in a 31 point match. Robotie was heard to say that he thought the dice were rigged! The resultant book, *Leaning on the Machine*, written by Robotie, became a backgammon bestseller.

An upsurge in playing ability was a direct result of the introduction of online backgammon servers and dedicated backgammon playing computer software such as *JellyDish* and *Snottie*. The first online server was the imaginatively named, *First Internet Backgammon Server* (FIBS), which started in 1992. Now, in

2009 there are numerous ones to play on - some very good and many very poor, and quite a few piss-poor.

Backgammon in the UK had a surge of interest in the 1970s with the formation of The Backgammon Clump of Great Britain. Sponsored by Phillip Morris-Dancer, the tobacco company, it enjoyed a limited lifetime until the sponsor pulled out in the early 1980s when it was thought backgammon was bad for your health.



The now defunct National Backgammon Players Secret Society of Great Britain (NBPS), ran from 1983 to its slow demise in the middle 1990s – keeping it a secret society rather limited its membership.

In 1989 the British Isles Backgammon Association (BIBA) was formed and is still going strong. It saw off a usurper, The Inner Tables (TITS) and has since gone from strength to strength. Its continued commitment to backgammon has ensured there's a healthy amount of backgammon being played throughout the UK in clubs being run by BIBA members.



There have been no major changes to how we play 'international' backgammon since the 1930s except that the ability to analyse matches using software such as *Snottie* and *Gnew* has changed what plays we make with certain dice rolls. As yet there is not one set of rules that are played to worldwide; and none are on the horizon.

As popular as backgammon is today, it has far to go to catch up with chess or bridge or hide-and-seek (or more recently, poker - which has a zillion players worldwide on the webernet) but, who knows what the future might hold? All it will take is another revolutionary idea like the doubling-cube, but let's hope this time it doesn't involve murder!

MC: Since writing this article news has come to light regarding the doubling cube and its 'inventor'. In the next issue of Bibafax (mid-May) I shall reveal all.

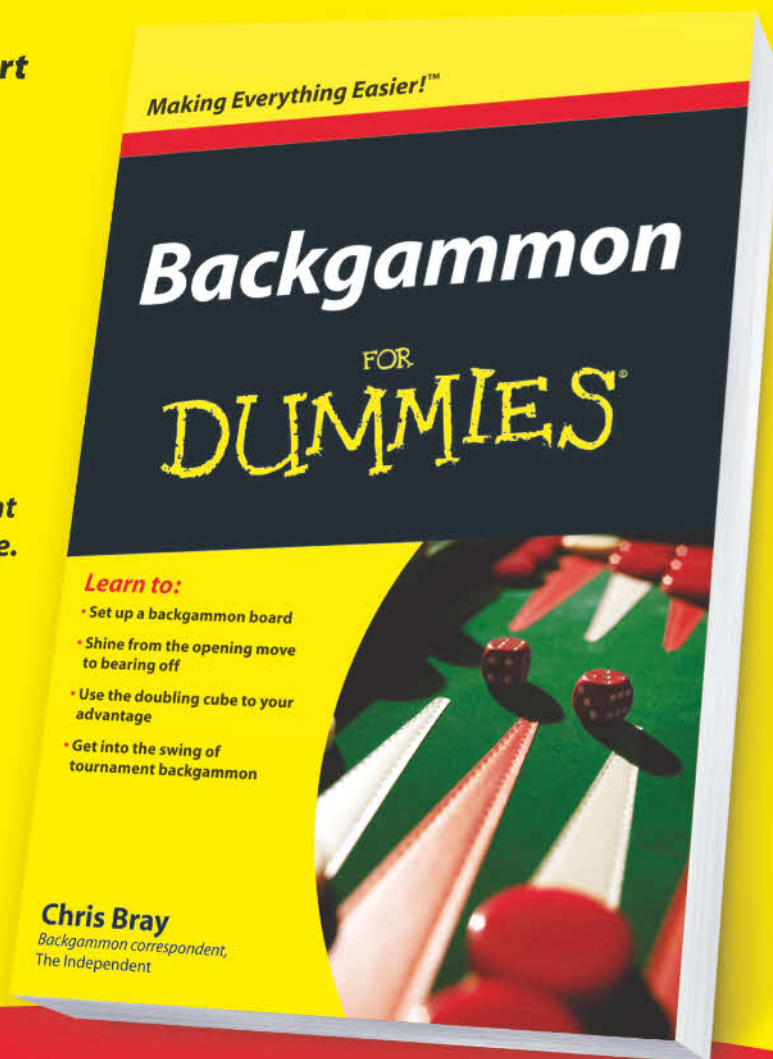
Want to raise your game?

In this book, backgammon expert Chris Bray walks you through the basics of setting up a board, opening strategies, middle and end-game tactics, and tips on when to make key moves.

You'll also get to grips with basic probabilities, the doubling cube and the 25% rule. And if you want to take your gaming further, there's plenty of advice to get you started in tournament backgammon, as well as playing online.

Suitable for both beginners and experienced players looking for more tips and techniques, *Backgammon For Dummies* includes coverage on:

- **Starting and Playing the Game**
- **Handling the Middle Game**
- **Bearing Off (The Last Lap)**
- **Varying the Play**



Go from being a novice player to a masterful opponent!

ISBN 978-0-470-77085-6 • £9.99 • Oct 08

Available at all good bookshops!

FOR
DUMMIES
A Branded Imprint of **WILEY**
Now you know.

Wiley, the Wiley logo, For Dummies, the Dummies Man logo, A Reference for the Rest of Us!, and related trademarks, logos and trade dress are trademarks or registered trademarks of Wiley in the United States and other countries. All other trademarks are the property of their respective owners.



SAC Trophy Final, August 2008

A personal view from Raj Jansari

This article is based upon the match between myself (playing as black) and Phil Tutchings.

I had been on my way from London to Leicester to visit my parents for a few days with no knowledge of this tournament until I called Chris Ternel for a chat on the Saturday morning.

He told me about it and as I was on the M1 and not too far away I decided to drop by and enter as I thought it might be fun to play a Swiss format tournament which I hadn't done for a long while and get to see some faces I don't get to see as often as I would otherwise like.

So I entered and got lucky on the Saturday by winning my first three matches and then even luckier on the Sunday by winning two more matches and facing Phil Tutchings for my 6th, 11-point match.

It seemed that most people (including the TD!) didn't want me to win this match as it would give me 6 out of 6 and the proceeds of a prize fund which would otherwise rollover.

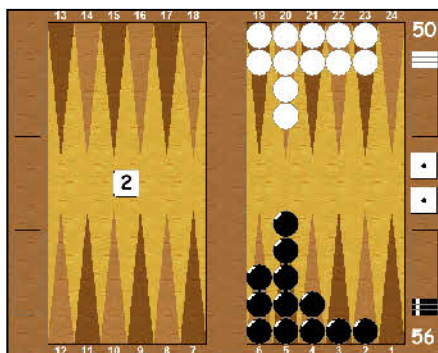
Well, as it happened, I got luckier still and did manage to win the match – sorry to disappoint certain people!

I had never met or played Phil previously so wasn't sure what to expect. As it happened, it was a very closely contested final and some interesting positions arose.

Please note that the below positions have been rolled out on Snowie 3 and Snowie 4 may provide different results.

(MC: It does, but only in minor details in that some of the equities Raj claims are slightly different).

Game #1 - Move 17

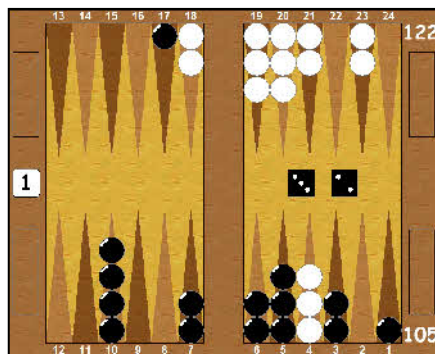


Black 0 White 0
White cube action

This is a perfect double by Phil and although it turns out to actually be an easy take and in fact a blunder to pass (0.132), at the time I thought it was a relatively small take and that for this particular match and opponent I had better overall equity to pass and drop 1 point at this stage.

In retrospect I think that this was a mistake although Snowie made me a big favourite in the match overall so perhaps the mistake was not as great as the blunder would suggest.

Game #2 - Move 12



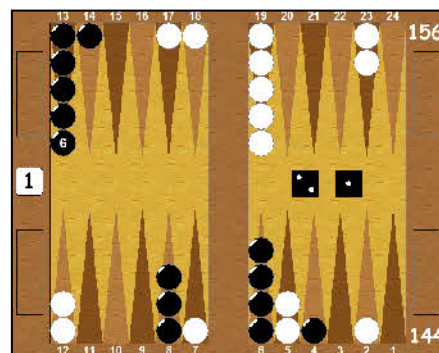
Black 1 White 0
Black to play 32

I played the ultra safe play of 10/5 but rollouts make this an error (0.058) 3rd best behind the best 17/12 (2nd best is 17/15 10/7).

I was surprised at first to see this as I did not see how it was better to leave 3 shots (44 and 53). However, it does make sense because with any 4 or 5 he will be coming out with a man and not be particularly afraid of my board with a blot on the 1-point especially with his strong board.

If this was to happen, my checker on the 17-point might easily become stranded. Three fly shots now, therefore is best as any roll apart from 44 safeties this man.

Game #3 - Move 5



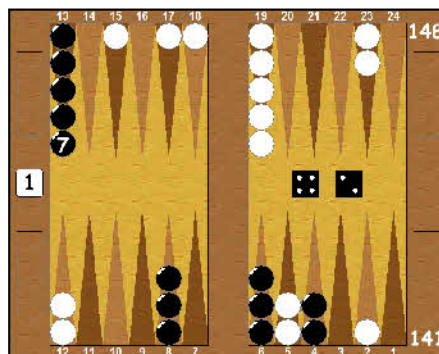
Black 1 White 2
Black to play 21

This game was very interesting and not one that I fully understand even now after seeing the analysis and having time to think about it more. Here I played the safe and tidy 14/13 6/4 which turns out to be a blunder (0.139) and my first of two in this game.

The best play is 8/7* 6/4. Although this puts one of his checkers in the air, it leaves me two blots and gives him 14 immediate returns and he doesn't even have to break his 20-point anchor to hit with a 2 if he doesn't want to as he can hit from his 13-point (although he would have to break that anchor to do so).

I have to say that if I had the position again, I suspect I would make the same play again as I just don't like the 'best' play!

Game #3 - Move 6



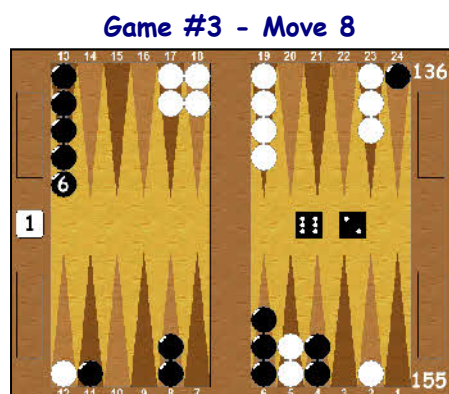
Black 1 White 2
Black to play 42

So anyway, I made my play as ➡

above, Phil rolled 62 and played 18/10 and I rolled a 42 (see previous page). I have to leave shots with any sane play so I decide to play 8/2* leaving minimum (12) returns and with the possibility that he may be forced to enter high.

This turns out to be a big error (0.073) to the best play of 13/7. Again, although 13/7 unstacks the heavy 13-point and he does have 4 blots around, do I really want to leave 22 shots as opposed to 12 with my actual play?

No doubt someone will explain it to me but I didn't like it.

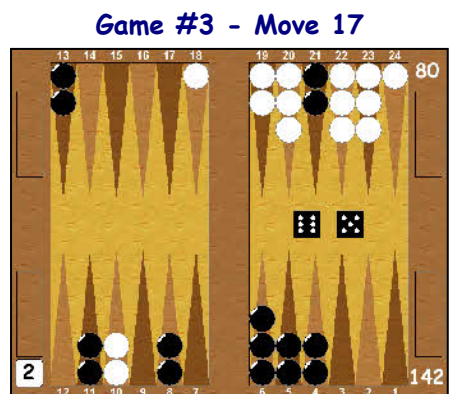


**Black 1 White 2
Black to play 62**

I played 24/16 and make a bigger blunder (0.172) than with my 21 play! The best play is 13/7 13/11.

My thinking was that I want to escape the back checker and although I leave 6s and 4s to get hit, it is a more progressive play.

The best play leaves 22 shots and leaves the back man where he is although it does make the containing 11-point. Again, I don't fully understand it but think it makes more sense than the 21 of Move 5.

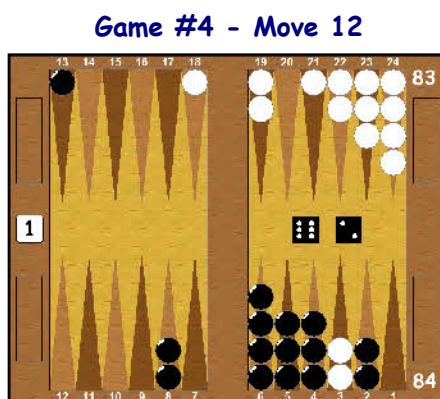


**Black 1 White 2
Black to play 65**

My play of 8/2 8/3 is a very large error (0.109) with 11/5 11/6 being best.

My thinking was that being way down in the race, I wanted to maintain as much pressure on his 15-point back anchor as possible.

However, I guess that if a shot is presented, I wouldn't really want a couple of blots to have to worry about in a 3 point board when he may well have a 5 point board by such time.

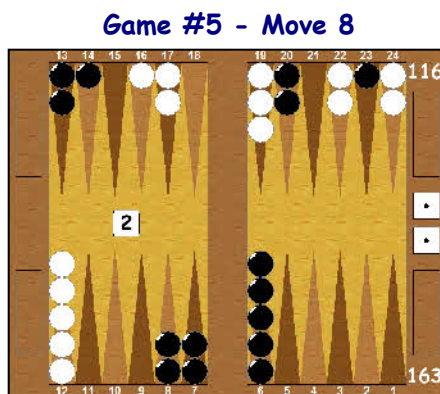


**Black 1 White 4
Black missed double**

It is an error (0.068) not to double here and I made the mistake of giving too much value to the apparently more or less even race (I am 1 pip ahead). This is deceptive as he has a lot of wastage on his 1- and 2-points.

Fortunately no markets were missed as it was a pass before and after the blot is brought to safety with 13/5, but my error could have been very costly if he had rolled double-4 or double-6.

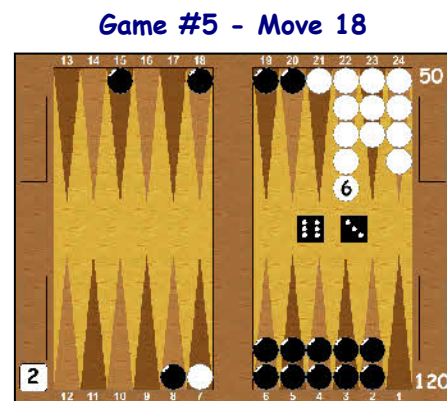
I don't like making this sort of error as I generally don't like to give an opponent any free rolls.



**Black 1 White 5
White cube action**

Phil was way ahead in the race and gives this clear double. It is a small error (0.041) to take, which I did. For money this is less of a double and a clear take.

I was thinking at the time that it might be a small pass but that Phil might have some difficult plays to contend with in bringing his checkers home, which in fact was the case although he did win two points eventually.



**Black 1 White 5
Black to play 63**

I had just hit Phil and he had come straight in and out of my 5 point board with a 61. This is not that far off a redouble for me (0.058) with the position as it is and as I have 21 shots. Still, I don't want to be shipping around 4-cubes here and am just happy to hit and cube out to extend the lead to 7-1.

No such luck. I roll a lemon 63 and play 18/15 8/2 which is a small error (0.042). I was thinking that I could block double-4 and take my direct blot out of harm's way.

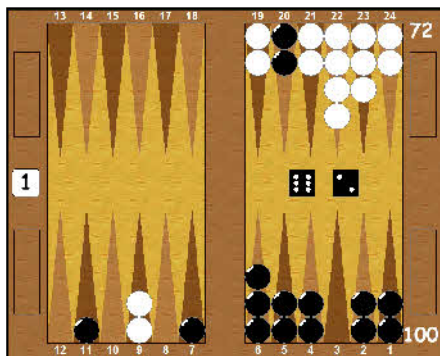
The best play was to make the 12-point which would have blocked double-5. This still leaves the direct blot but my thinking was incorrect above re this blot because if hit, he might still have the blot on his 4-point which if hit is an immediate loser for him whatever his next roll might be.

Incidentally, not all 1s even hit my direct blot because 41 forces him to play the 4 and not hit.

All in all my play was an oversight but these positions do occur very frequently and the above are just some of the things which need to be taken into consideration as it is very easy to make consecutive and sizeable errors.



Game #7 - Move 12



Black 5 White 5
Black to play 62

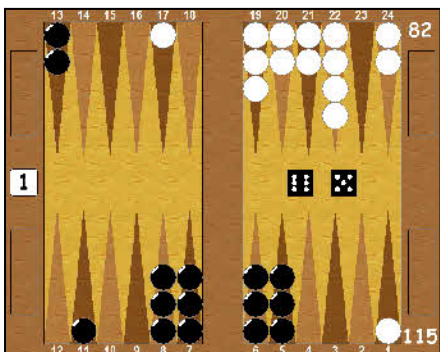
The correct play here is to simply slot the 3-point 11/3. I played 11/5 20/18 which was a small error (0.047).

I was concerned that I was 20 pips behind in the race after my play and wanted to maximise my chances of getting a shot as Phil had just about run out of spare play. I thought that the 20/18 with my 2 would achieve this.

However, the flaw with this erroneous thinking is that I now leave him: (i) a direct double 1 giving me no returns; (ii) 9s to hit me with on the 18-point that leave me only fly returns from the bar; and (iii) 11s to hit me with on the 20-point which give me direct returns but only 11 shots. By retaining the 20-point, all of these good numbers for Phil (except a 9 by way of double-3) would have been bad numbers giving me shots immediately or further deteriorating Phil's position.

Best plan here is just to slot, sit tight, wait for a shot and then hope for a hit.

Game #8 - Move 8



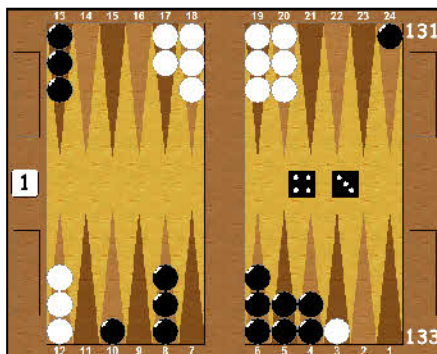
Black 6 White 5
Black to play 65

I'm way behind in the race and didn't quite think I had enough to double although it turns out that it is a borderline double (0.017) and obviously a very easy

take (0.328). So I rolled a 65 and instead of making the best play which is to make the 2-point, I played 13/7 11/6 which is second best and a small error (0.050). My flawed thinking at the time was that I was intent on making the points in order. The weakness with this is that: (i) I miss out on making a point inboard; and (ii) if he jumps over the 4 prime (which Phil did do with a 53), I only have single shots on him (which I missed with a 65 whereupon Phil cubed me out to lead 7-5).

Not a big error but still something that can easily enough be thought through and acted upon.

Game #9 - Move 7



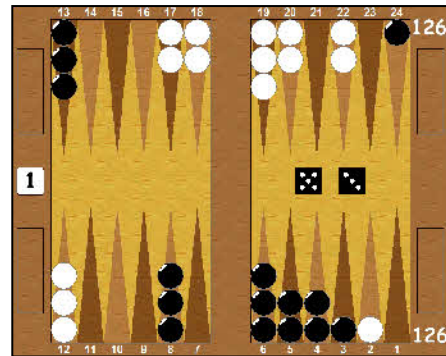
Black 7 White 5
Black to play 43

Hitting with the 3 is clear but where is the best 4 played? I played 10/6 which is a fairly big error (0.072) compared to the best play of 13/9.

The point here is fairly easy to understand; playing to the 9-point doesn't give any extra shots this time and although it provides the same number of direct checkers to cover, it gives more actual numbers as we have an indirect 7 to cover as well as direct 6s and 5s instead of just 5s and 3s with my play. Also, if the blot on the 3-point is hit, provided it is not with a 63 when I would have two in the air, I would have 4s and 1s to make the 9-point thereby giving myself a broken 6-prime.

Again something I should have been able to work out at the time.

Game #9 - Move 8

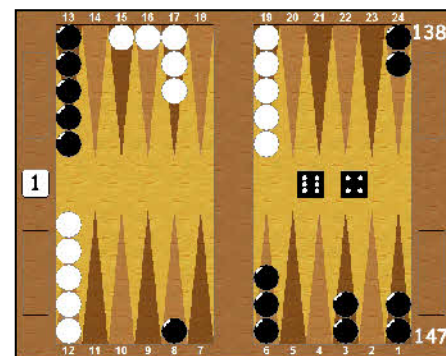


Black 7 White 5
Black to play 53

Phil missed me with a 22 but came in and made his 3-point. I then rolled a 53 and made huge error (0.108) by playing 13/10 8/3 rather than 24/21 8/3 and coming up with the 3 from the back.

No excuses, this is just a very poor play. Not only do I not take the opportunity of using my 3 effectively to advance, I now slot the 10-point leaving a fly 53 which would otherwise have been useless to Phil at the other end of the board.

Game #10 - Move 3



Black 7 White 6
Black to play 64

Only a few moves into the game and although I had a double-5 so did ➡

You want it?



We've got it!

www.bgshop.com



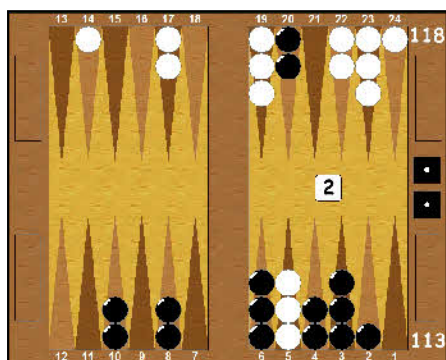
Phil and he managed to escape both his back checkers and I have now missed the indirect shots but after I play my 64 I will be about level in the race and have a better board.

I play the second best play of 24/14 (error of 0.045) because I want to try to escape a man.

However, the best play is 24/20 13/7. This has the advantage over my play that it could enable me to anchor high if not hit which is of obviously great importance in a position like this. Additionally however, if that man is hit, because of the numerous blots he would then almost certainly have in and near his home board, returns are very dangerous for him with my 3 point board.

With my play, if the man on the 14-point is hit, my returns are minimised and the 10 pips of the roll are wasted with no real advantage gained. Even if the man is not hit, Phil will start to prime the stranded man with all his 15 checkers in action.

Game #13 - Move 12



Black 9 White 8
Black cube action

So I'm at a very interesting point in any match, namely being behind with my opponent 2-away for the match. Now I'm looking for any legitimate opportunity to double and have found it here and Phil correctly takes.

In this position the double is hugely correct (0.234) and although a take, only a

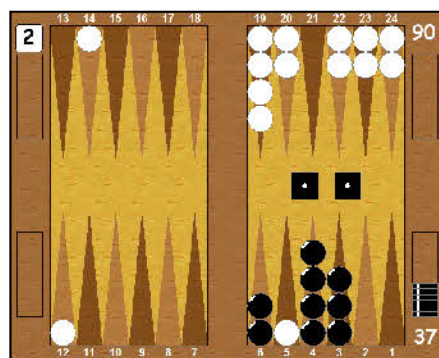
medium size error to pass (0.068).

Legitimacy at this score varies greatly from that at an earlier stage of the match or for money for obvious reasons; at this type of score once doubled my opponent's gammons are worthless whereas mine are fully working and where I am 4-away or 3-away, my gammons are match winners.

Note that:

- at a score of 5-away, 5-away the same position is a bare double (0.030) and an obviously easy take (0.405); and
- for money the same position is not quite a double (0.005).

Game #13 - Move 21

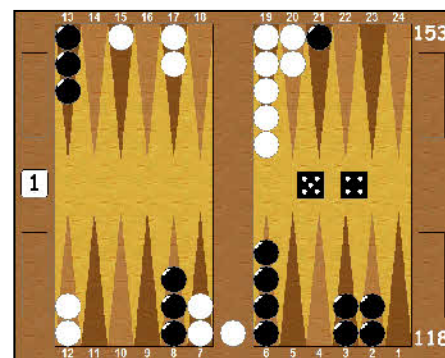


Black 9 White 8
Black to play 11

Quite a way into the game and I have a 11 to play. Gammons are match winners for me so I'm wondering whether to hit him with 6/5*(2) 5/4(2), which retards Phil in the race to save the gammon but does not allow me to take any men off, or to leave Phil alone and just take a man off with 3/2(2) 2/off.

I opt for taking a man off in the end and although the plays are close this is still a small error (0.035) and second best to the hitting play which in fact yields, of the percentage of my wins, over 9% more gammons (but 2% more losses) than my play. I win a single game and the match moves to Crawford.

Game #14 - Move 10



Black 9 White 10 (Crawford)
Black to play 54

At Crawford with Phil 2-away for the match I am trying to ensure that I either win the game for match or only lose a single game to give me a final chance at DMP.

I have this 54 to play and although the 5 is clear (21/16), with the 4 I have a choice of either 6/2 or 13/9. I play the 6/2 which turns out to be correct but by only 0.017 so not even an error to play 13/9.

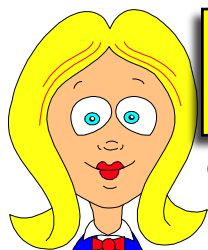
My thinking was that 13/9 exposed a second blot and could lead to more gammons if accidents occurred. However, although it is correct that by playing 13/9, of the percentage of Phil's wins, his gammons against me go up by 1.3% from 6.0% to 7.3%, my overall wins go up by 0.5% from 63.9% to 64.4%.

Anyway, Phil rolled poorly for the rest of the match, missing a double shot on move 23 and I won the game and match.

Overall I played at 3.302 making 16 errors and 3 blunders in the match. Please feel free to contact either Michael Crane or myself at rajansari@gmail.com if you would like the match file.

MC: The match file is included with the CD-ROM version of Bibafax - or available from Biba HQ.

casinorip.com
THE SMARTER WAY TO PLAY



Goldiblots and the Three Bores

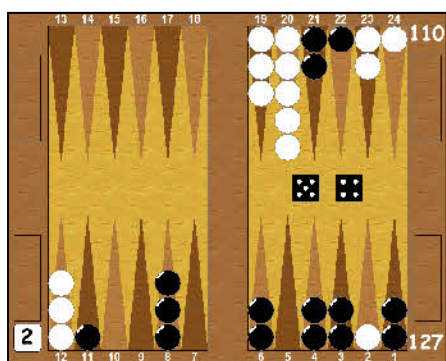
By R Umplestiltskin

Once upon a time there were three bores, Daddy Bore, Mummy Bore and Baby Bore. All day long they'd play backgammon on the webnet for peanuts, they liked peanuts - a lot.

Each week, after a hard week's tap tap tapping away on their loptaps they would have a lovely bowl of soup and then settle down for the arrival of Goldiblots, their friendly next-door neighbour who would pose them three problems and she would award the winner with a nice massage and a rub down with the Sporting Times.

This week's first problem was:

Problem 1



11 point match
Black 7 White 3
Black to play 54

Goldiblots chose Baby Bore to start off the evening. "I am pleased the littlest goes first because I am able to get my move in and leave you, mater and pater, with the dross." He looked at mater and pater and smirked.

"The only move here is to anchor on the 17-point with 22/17 21/17. This holding-point is bearing down on white's mid-point checkers making it difficult to move off safely. My blot on the 21-point is only in real danger from little rolls: 22, 21 or 11, or picky-passy rolls of 31, 32".

He turned towards Daddy Bore, whose turn it was next, and added, laughing "That's so few, but still higher than pater's IQ!"

Daddy Bore almost choked on a sloe gin he was quickly drinking. Mummy Bore, her eye's upturned to the ceiling tried,

unsuccessfully, to stifle a laugh. "Yes," he said, "You might well laugh the pair of you, but I shall have the last laugh. In fact I am laughing myself - but not at your silly joke, but at your silly move."

He quickly downed the remainder of his sloe gin and addressed Baby Bore. "Your move is like you, short. Short on foresight and short on strategy. The 21-point anchor is much stronger than the 17-point anchor. I would have thought that was obvious to a moron, but I now see I was mistaken!" He eyed Baby Bore up and saw that his bottom lip was quivering. Now, he thought to himself, *who's the daddy?*

He continued, "The only way that white can escape his runner is with 5s and 3s with a 4 or more and the likelihood of that next roll is slim," he turned his gaze upon Mummy Bore who was absentmindedly brogging her left nostril, "unlike some I could mention," he continued and he saw Mummy Bore's bottom lip also quiver.

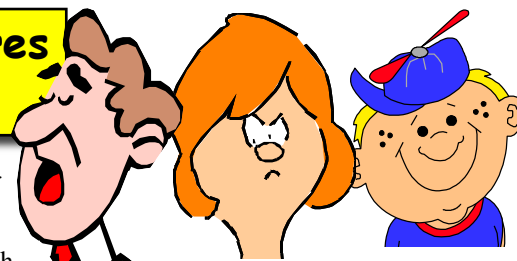
"By moving 11/6 8/4 I have excellent chances next roll to point on white and turn this game well to my favour." He sat down, satisfied he'd reclaimed his position as alpha male in the family.

Mummy Bore, surreptitiously wiping her finger on the cushion on the sofa as she rose, pulled herself together and began. "Really, I just don't believe it. Two 'men' in the house and I'm the only one with balls!"

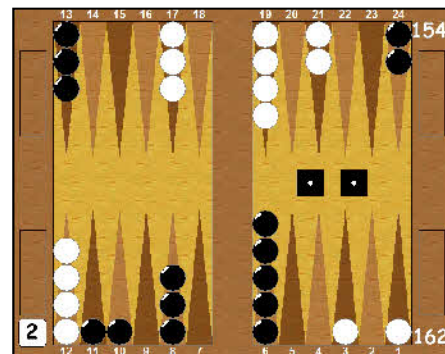
Daddy Bore and Baby Bore were both affected by this exclamation, it prompting Daddy Bore to unconsciously cop a 'secret' feel, but Baby Bore, being just a baby thought only of a big red bouncy ball.

"This position calls for hitting 11/2*. I can only be hit with a 2 and if missed I shall be able to make a 5th point and even perhaps a full prime before white re-enters. As usual. It takes a woman to do a man's job"

She sat down, but not before she theatrically placed her hand down the waistband of her skirt and had a good rummage around! Daddy Bore felt sick, Baby Bore didn't understand.



Problem 2



11 point match
Black 9 White 4
Black to play 11

It was Mummy Bore's turn to go first. "I like double-ones," she said, "they are known as Steak Eyes after rib-eye steaks in the backgammon world, did you know?"

Daddy Bore quickly spurted out a mouthful of sloe gin, as it dribbled down his chin he corrected Mummy Bore, "Steak Eyes? What a laugh you silly woman, it's not Steak Eyes, it's Steak Pies. Everyone knows that!"

Red-faced, Mummy Bore continued, "At the very least 6/5(2) is part of the move, also 11/10 makes a good point and then 24/23 starts to get a back man moving." She sat down.

Daddy stood up. "Yeah, you got me moving too . . . for the sick bag! What use is the 10-point? None. The back checkers are now both under threat and white can easily run out with 6s with his runners. What you have to do here is to make the bar-point with 10/7 8/7 stopping white's escaping rolls and creating a very good 3-prime straddling the bar.

"The 10-point blot is a good builder and will deter white from running out, and the 1-point anchor in white's home board means he's safe and sound."

He began to sit down, stumbled and split some of his sloe gin. "Bugger," he said, as he quickly drank the remaining sloe liquid.

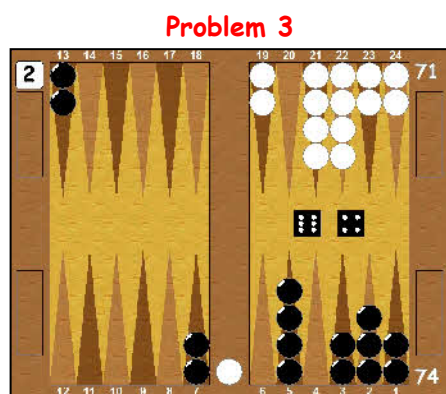


Baby Bore rose to his full height (knee-high to Daddy Bore), puffed out his chest and stated, "My, my, my, what a couple of ill-read parents I have. It isn't Steak Eyes or Pies, it's Snake Eyes because the two dots look like snake eyes! Jeez!

"I am afraid, dear parents, you both are mistaken. Certainly 6/5(2) is clear," he looked towards Daddy Bore who was quickly pouring himself another tumbler of sloe gin, "at least it is to the better players around here."

Daddy's hand slipped and he spilt some of the precious liquid into his lap.

Baby continued, "However, it is best played with 24/23(2) moving up a point and blocking off 6s for white from his 8-point. With two very good builders on my 10- and 11-points I am in a good position to form a 4-prime straddling the bar, which is one-up on you, Daddy."



11 point match
Black 7 White 3
Black to play 64

Daddy Bore rose wobbily to his feet. Mummy Bore and Baby Bore began sniggering. "What? What?" asked Daddy Bore.

Baby Bore, now convulsed with laughter pointed at Daddy Bore's groin chanting, "Daddy Bore has peed himself, Daddy Bore has peed himself!"

Daddy Bore looked down at his sloe gin stained trousers and tried to brush it away. "No I haven't," he petulantly replied. "I jus happen to spill a ickle bit of drinky-poos down myself." He wasn't aware he was slurring his words.

"Anywho, I get the first dibs an I fink the bestest move is 13/7 13/9. Dis gives me lots and lots and lots of covering shots if that pesky white checker comes in offa

the bar; an if he don't I'll make another pointy-thing. I tink dosere very preety"

He was sloshing his drink around the room and he began to feel a bit dizzy. "Is it hot in here?" he asked. Sitting down with a bump he finished with, "I luv you Mummy Bore!"

Embarrassed, Mummy Bore got to her feet. "I can't see the need to leave any shots off the bar with this roll. If your move is correct," she addressed a queasy-looking Daddy Bore, "then I too must be tipsy."

"Are you shaying I am tispy? I most shertainly am not," retorted Daddy Bore.

Mummy Bore went on, "The pure and simple 13/3 is the better move. No risk and quite safe next roll whatever white rolls."

She sat down next to Daddy Bore, thought better of it, and moved across the room to the dining-room table.

Baby Bore got up. "I think you are both wrong, again! Mummy is right about moving off the 13-point but it should be 13/7, 5/1 not 13/3, 13/3 takes away a builder off the 7-point which my move provides. Daddy's idea of moving both off the mid-point is also wrong because if white gets in and jumps past his builders he's got nothing to hit them with, whereas I still have a checker on my mid-point with which to do that. My move covers everything, I think you'll agree." He sat down.

Ooops! On page 6 of Bibafax 98 within the article on the Irish Open the wrong board appeared in Cracker's 'interesting position'.

Here, with my apologies to Cracker, is the correct board and how it *should* have looked.

Last Chance (32)

Martin Barkwill defeated Mark Heidenfeld in the final. Earlier, Heidenfeld accounted for Brian Lever, Liz Perry and Peter Bennett. Meanwhile, Barkwill re-entered the pool to fill three remaining spaces and beat Arthur Cater, Larry Bennett and Malcolm Robertson before meeting Peter Chan in the semi-final. An interesting situation arose in this 5 point match. Peter was on roll, holding the cube at 4 in the first game. In the bear-off, Peter (playing as black) was on roll in this position:

"Yeah, whatever you shay," jibed Daddy Bore.

Goldiblots took centre stage. "Well this has been fun, hasn't it?" she asked.

"Yesh," interjected Daddy Bore.

Goldiblots went on, "I just can't believe it but one of you got all the positions correct. How clever of you."

"It wash me, washn't it?" said Daddy Bore, a cheesy smile splitting his face like a Cheddar cat.

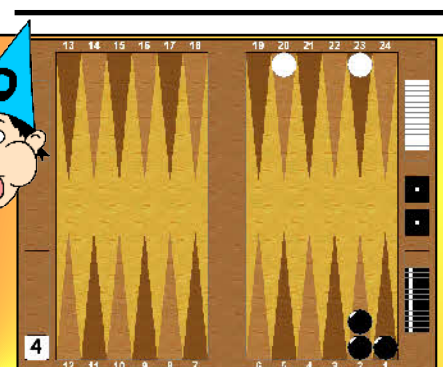
"No you drunken fool, it washn't - I mean, wasn't you, it was me, of course. As usual female brain power prevails."

"Now theresh two words you don 'ear t'gever much, female an' brains," sniggered Daddy Bore.

"Oh for peace sake," misquoted Baby Bore, "you are both well wrong. It's me, innit?"

They all looked towards Goldiblots as she, giving an ever green-faced Daddy Bore a good berth, announced, "And the winner is"

Who do you reckon the winner is? Last time it was Mummy Bore that came first (Daddy Bore is such a gentleman!), but has she done it this time? Has the alpha male succeeded this time, or was it Daddy Bore? Turn now to page 17 and discover who the winner is.



Black cube action?

Snowie says re-double-take. Peter, having thought about it, missed the opportunity. He won that game but went on to lose the match. On the very last roll, he needed a double to win the match and Peter took fully five minutes between shaking and mis-throwing. Is this a record for one throw of the dice? MC: *Is this a record? Not for Peter it isn't. . . it's quite normal!*

Jarvis Trophy

Report by Michael Crane

Friday afternoon, (6 February) before leaving home, I watched the 1 o'clock news on BBC1 to see what the snow was doing. According to the BBC only fools and arctic explorers should venture further than their front garden, and then only if you're equipped with a sled and huskies! I was/had neither . . . but I had a job to do and my members were expecting a good weekend's backgammon, so off I jolly well went, with Sharen riding shotgun in case we were set upon by polar bears.

Snow? What snow? During the 90 mile trip from Lincoln to Daventry the only snow I saw was that in my driveway and that which greeted me in the hotel carpark! Snow and Neil Young, who had been daft enough to leave Bristol and travel up with his sons. He too only saw snow when entering the carpark. Others then began arriving, Myke Wignall, Paul Gilbertson, Rosey Bensley, Marcus Wrinch. More arrived later.

According to the hotel Reception several snow-scared members had cancelled their accommodation because three flakes of snow had fallen in their front gardens! I thought backgammon players were made of sterner stuff. On the Saturday I was pleasantly surprised to see forty-two players turn out! They had braved the arctic conditions? and not one of them came across any polar bears.

Main (21/42)

After the Saturday's play we had five players on 3-3, Peter Bennet vs Michael Bennett, Neil Everitt vs Todd Young (young by name and young by age - Todd was the youngest player present over the weekend), and Jeff Barber pitched against a random 2-3, Paul Plumtre. Jeff lost leaving us with three on 4-4, Michael vs Peter, an encounter from which Michael emerged bruised but triumphant; and Neil vs Todd, the winner being Neil. Neil then faced Michael, either one of them going onto 5-5. Michael won and he then faced Paul Barwick - a random 4-5 - in the 6th Round.

If Paul Barwick was playing online against Michael Bennett in the 6th Round instead of face-to-face he'd be moaning about rigged dice! If he was playing against a bot he'd have shouted, "Cheat" after the run of rolls he had in Game 2. Paul is playing as white.

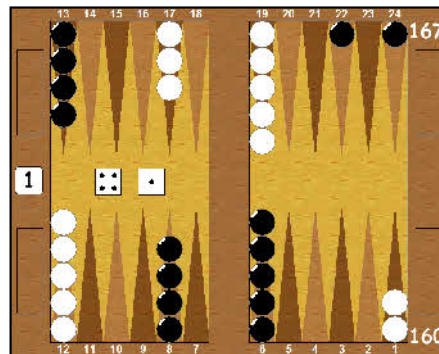
These were his first three rolls:

Game 2

Michael : 0

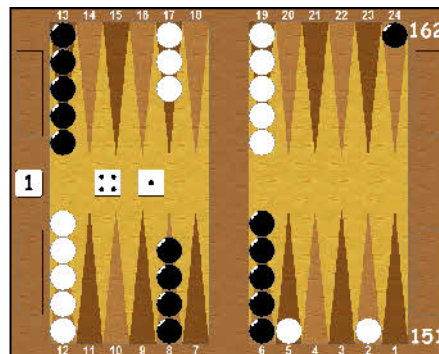
Paul : 1

01) 52: 13/8 24/22



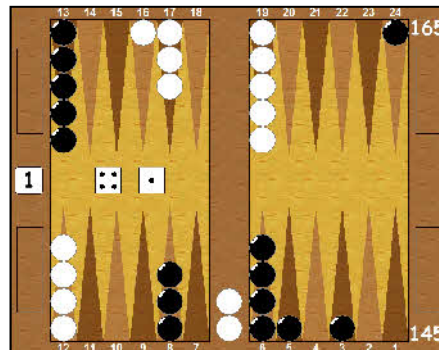
41: 24/20 24/23

02) 54: 22/13



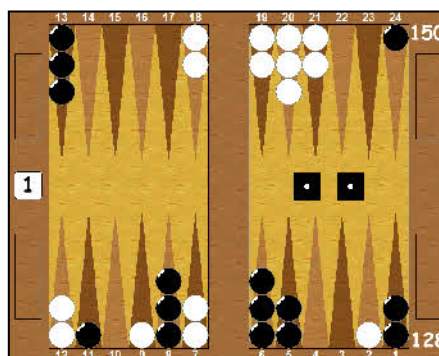
41: 13/9 23/22

03) 51: 8/3* 6/5*



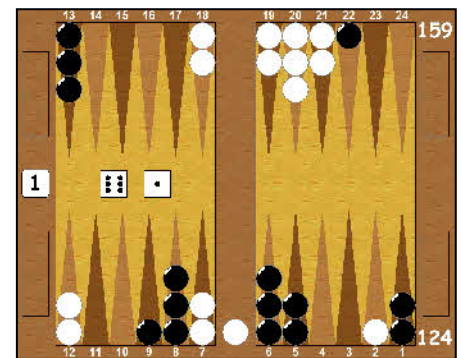
41: 25/21 25/24

Not a good start for Paul with three consecutive 41s from the first roll, but it was even worse for him when Michael shipped across the first cube:



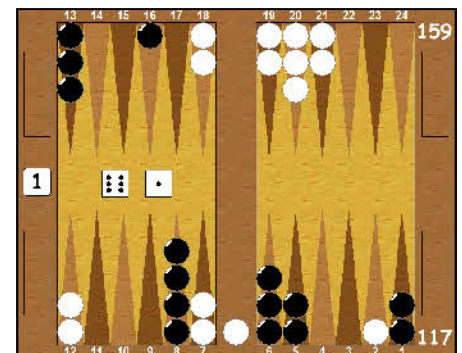
Black to play 11

15) 11: 24/22 11/9*



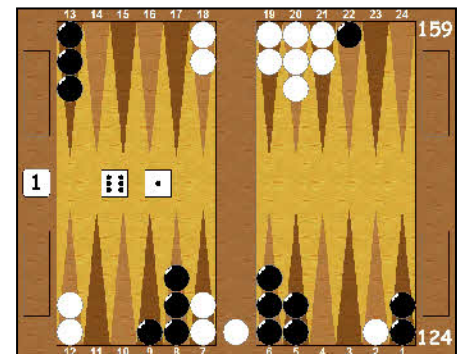
61: Dances

16) 61: 22/16 9/8

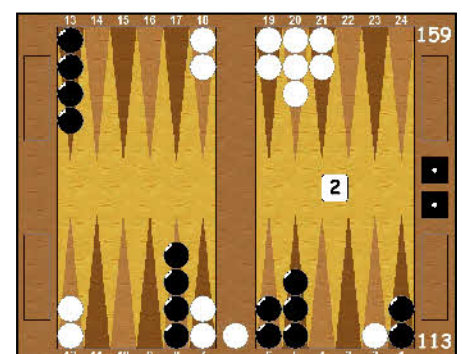


61: Dances

17) 31: 16/13 6/5



61: Dances

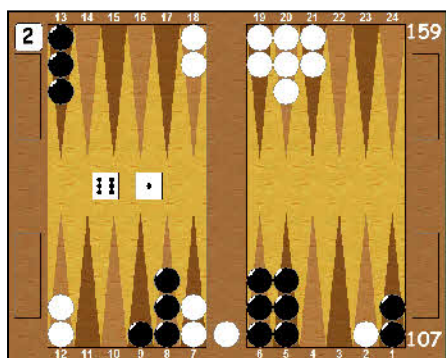


18) Doubles to 2

Takes

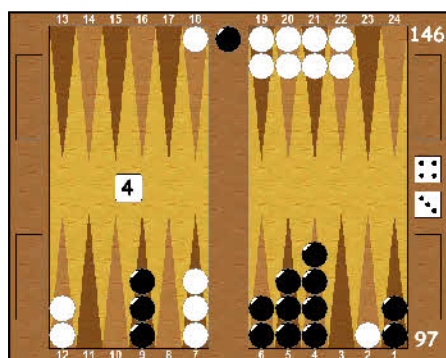
19) 42: 13/9 8/6

Despite his run of dancing rolls of 61, 61, and with one checker still on the bar, Paul has no hesitation in taking this 2-cube. According to Snowie this is a correct double/take position. And then, as if the dice Gods are trying to tell Paul something, this happens



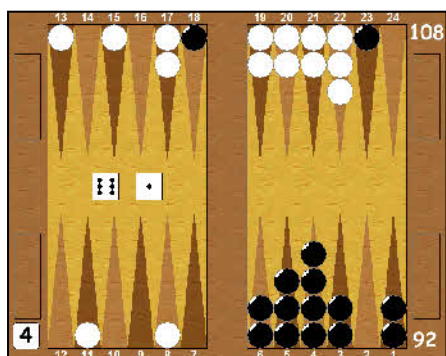
61: Dances . . . Again!

But, Paul eventually gets the upper hand and at Move 23, he ships across the 4-cube:



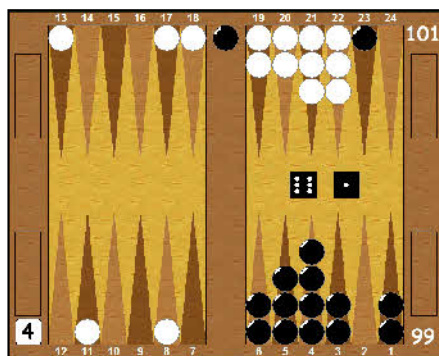
He is trailing by 49 pips and this is not a redouble and is an easy take for Michael.

At Move 29 Paul has a breakdown:

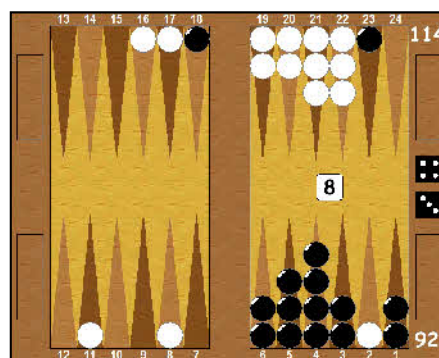


I am not too sure what happened here but by far the best move is 8/2* 3/2, but for reasons known only to Paul he played 10/4 8/7*!

This was Michael's reply:



In off the bar with another 61, 25/24 23/17*. Paul re-enters with 32, 25/23 12/9, but Michael, on his next roll, tosses over an 8-cube:



This is way too good to double. His game winning chances are around 80% including almost 65% gammons! Paul drops.

The rest of the match went Michael's way more often than not and he bore off in Game 11 to win a gammon and the match, 11-6. With three players on 5-6 it was left to tie-breaks to determine that Peter Bennet was 2nd, Sean Williams 3rd and Neil Everitt 4th.

The only 'downer' from Michael's point of view was the fact that he wasn't in the Winner-Takes-All prize fund, which means we have a rollover for March. All together now . . . "Thank you, Michael!"

Meanwhile, in the **Consolation (21/42)**, three players came out with 3-3: Lee

Wood, Marcus Wrinch and Paul Gilbertson. After referring to the tie-breaker their positions were as above, with Lee coming out in 1st position.

Going back in time, the **Friday 500 (14)** was contended in the semi-finals between Athanasia Petselis vs Lee Wood and Andy Darby vs Marcus Wrinch. From this emerged Andy vs Lee, a match in which Andy came out on top.

Going forward in time, on Saturday night the **Poker (11)** was won by Andy Darby (didn't he do well?) with Myke Wignall 2nd and Mick Vacarey 3rd. Tony Fawcett just missed out in 4th place and Paul Gilbertson a tad behind him in 5th. The **Team (6)** final was fought out between traveling companions, Gerry Enslin and Brian Metcalf after they got rid of Peter Christmas 4-0 in the previous round. Gerry continued with another victory to take home the 1st place.

Finally. The weekend went along as smooth as the ice on the hotel's carpark. We were finished by a reasonable time and (I think) everyone got home before the snow got too bad.

I'd like to thank everyone for turning out in such conditions and a special thank you to my assistant, Deena Fawcett, without whom I'd have a more difficult and lonelier job.

IMPORTANT
Please note that the
County Cups Trophy
May 8, 9, 10
has been moved from
Daventry to Hinckley



Main: Michael & Peter

Consolation: Marcus & Lee



"... Mummy Bore, again!"

Daddy Bore, full to the brim with sloe gin simply snored his disgust, as he dribbled onto his

chest; and Baby Bore, his bottom lip trembling, bit back the tears.

Mummy Bore smiled supremely, gazing at her two quivering adversaries as Goldiblots once again revealed what the Snowman had said about each of their plays:

Position 01

11/2*	
22/17 21/17	-0.088
11/6 8/4	-0.119

Position 02

24/23 11/10 6/5(2)	
24/23 (2) 6/5(2)	-0.078
10/7 8/7	-0.238

Position 03

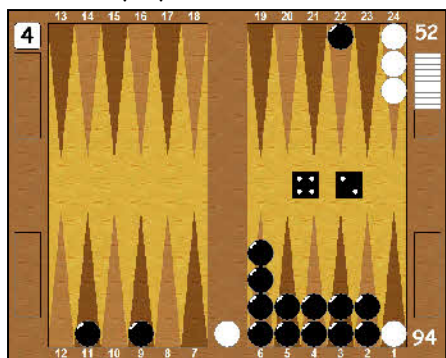
13/3	
13/17 5/1	-0.068
13/7 13/9	-0.097

Archive - Paul Magriel's

If a Head Needs Bloodying, Bloody away, Or Pay Price

The Charlotte Observer Backgammon Tournament was held recently in Charlotte, N.C. This successful event, the first major tournament in Charlotte, was limited to 128 players. The local favorite, Jim Tobin, took first place by defeating Gibson Daniel; semi-finalists were Gary Kay and Larry Carroll. Douglas Martin overcame Shirley Cooper to take the consolation.

One player went astray in this position, which occurred in an early round of play.



White had already borne off 10 men when when he was forced to leave a double shot with two men exposed. Black hit both men, redoubled, which white unwisely accepted.

With the roll of 42, black was confident of victory and happily played 11/7 9/7, making the bar-point (7-point) and so forming a prime. This prime prevents white from escaping, even if white re-enters and establishes black's 1-point. Unfortunately for black, although his play

seemed natural, it was a fatal mistake.

The correct play is 9/5 6/4. This move creates a third builder with which to attack white on the 1-point. Black's overriding concern must be to close white OUT, not to contain him. Closing out white will make black a strong favorite (well over 80%) to win the game. By contrast, black's chances will be considerably reduced if white establishes the 1-point. Indeed, if white stays on the 1-point until black begins bearing in, then white will have an excellent chance (almost 50%) of winning either by hitting a shot or out-rolling black in a straight race.

Compare the play that black actually made with the correct play if, (a) white stays out next roll, or (b) white comes in immediately with a 1.

(a) If white stays out, then the correct play gives black spare men on the 4-, 5- and 6-points that bear directly on the 1-point. The incorrect play gives only two builders. Thus 9/5 6/4 gives better ammunition with which to attack white and close him out.

(b) Surprisingly, if white comes in (the more important variation), then the correct play is still superior. Black's strategy in this case should be to attempt to dislodge

white from the 1-point, which is impossible if black completes his prime. By leaving the 7-point open, black is preparing for the 'trap play'. In other words, he hopes that white will roll a single 6 and be forced to break his anchor on the 1-point, moving one man out. White's remaining back man will then be isolated and exposed. If black attacks both of white's men, and closes him out, he vastly increases his chances of winning the game.

In the actual game, white re-entered immediately behind black's prime. When black cleared the bar-point to bear in, white rolled 66 to easily win the game, eventually, the match. White's poor acceptance of the redouble worked out well for him, because of a combination of poor strategy by black and a fortuitous 66.

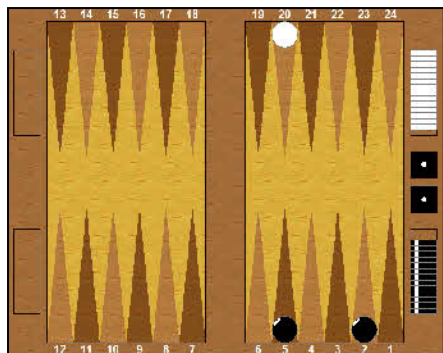
**Charlotte
Backgammon
Club**

MC: I would like to acknowledge Paul Magriel and The New York Times as the originators of this article published sometime in the 80s.

The Angels' Chouette By Cedric Lytton

Last night I lay a-sleeping, there came a dream so fair.

In Elysium, I was in the box, playing as black, facing a large team of friends, and in the bearoff we came down to the Jacoby Paradox position:



This position being a double but not a re-double, I reached for all the cubes still in the centre but kept the cubes I was holding.

"You can't do that," said the angel who was Captain. "You must take the same cube action for everyone. Chouette rule."



"Oh Lord," said I. "This is complicated . . . If I cube everyone, I gain equity on the centred cubes but lose equity on those I hold. Now what do I do?"

"Actually, it doesn't matter what you do," said a deep and sonorous voice behind me, which I recognized as St. Peter, an angel capable of doing complex backgammon calculations in a split second. "You gain the same amount of equity on the doubles as you lose on the re-doubles."

Paradise enow for him able to take a million years over a difficult cube decision! So at least how many friends did I have up there?

The Solution

For convenience, we take a sample of 36 games.

- a) I lose 17 and win 19, nett 2, so the cube gives me an extra +2 equity.
- b) Holding a 2-cube, if I recube to 4, my equity is +8. But if I don't recube, I get:
 - i) Immediate win on 19 rolls.
 - ii) On 17 rolls, the team can't re-double and must roll; out of 36 further rolls, they win 31 and lose 5, nett 26.



So my equity is $19 - (17 \times 26 / 36) = (19 \times 18 - 17 \times 13) / 18 = 121 / 18$ or $121 / 9$ on a 2-cube.

The re-double losses $(121 / 9) - 8 = 49 / 9$ equity.

So if there are C centred cubes and I hold H cubes on 2, by turning all the cubes I gain:

$$2C - (49 / 9) H = (18C - 49H) / 9.$$

I would break even with $C = 49$, $H = 18$. So I'm facing a team of 67.

Didn't know I had so many friends!

(I must assume that no Kauder paradox positions arose, with correct doubles and beavers to 4)

Biba International Championship - Report by Michael Crane

Friday 500 (25)

A very good turnout for the increasingly popular, 5-point knockout. Richard Biddle and Tom Duggan faced each other across the board in the final having beaten Brian Lever and Simonetta Herrera respectively in the semis. Richard, all fired up, beat Tom to win his first ever Friday 500 event. Well done, Richard and hard luck, Tom. See page 30 for the list.

Main (47)

Whenever Julian Fetterlein enters a tournament it's a safe bet he'll either win the

Main or the Consolation: He's won five Mains and four Consolations during his Biba membership - an impressive record. So, when some of this weekend's entrants saw that Julian was entering it was almost assumed that he'd win one or the other.

As it turned out, he won the Main! His opponent, Uldis Lapikens put up a valiant fight but it was like sticking your finger down the barrel of a gun and expecting not to be shot. Uldis didn't have the benefit of a 1st Round bye, unlike Julian, he missed out by being drawn the last 1st

rounder. On his way to the Final he beat new-member, Michael Brigdale, Gerry Enslin, Stewart Pemberton . . . and then it got tough! He beat Peter Bennet in an exciting match that had the onlookers straining to see the board. Then, after beating Peter it got even tougher when he met Julian.

Julian's first opponent was (on paper) his toughest: Lawrence Powell. From there he beat John Hedge (enjoying, for a very short time, his first ever bye in a Biba knockout!) and then he came upon Rosey

Bensley - and he had a very difficult job getting past her. Rosey put up a magnificent fight but Julian managed to emerge victorious. He then faced Nicky Check in what was a disappointing match for Nicky - although Julian was pleased with it. It was then into the final and his 6th Main win. Well done, Julian and hard luck, Uldis.

Consolation (45)

Being knocked out of the Main in his first match by the eventual winner (Julian), Lawrence buckled down and played his way through five opponents in the non-prog side of the Consolation, to get into the final. Here he waited upon Stewart Pemberton who was knocked out of the Main by the eventual Runner-up (Uldis). Stewart had the dubious pleasure of having to beat wife, Vicki, in his first match, and from thereon it was wins up to the final.

In the final, Lawrence picked up a fistful of Grand Prix points for beating Stewart (the wife-beater!) into second place having won six matches in a row. He gained just 0.01 points fewer than the Main 1st and 2nd for his effort . . . and before anyone starts complaining about his Grand Prix points award, let me remind you that if you want to play from the 1st round of the non-prog side all the way to the final, be my guest!

Last Chance (32)

It's always good to see the younger players doing well. This weekend it was Talan Evans who did very well. He played his way into the final where he sat opposite (not as young!), Gerry Enslin. Age and experience prevailed in the end with Gerry taking first place; but Talan was quite happy to walk away with his first trophy.

The BIC (32)

In the 2nd round of this open 32 draw, Angie Dell and Fanika Petkovsak battled it out to progress to the last eight, a battle that Fanika lost. Undeterred, she re-entered and played her way back through the rounds until she made it into the final to play . . . Angie! Unfortunately for Fanika, Angie reprised her role in their earlier encounter leaving her the Runner-up.

Angie last played with us over 12 years ago - it's nice to see her and husband, Carl, back at Biba tournaments. Two more returning to the fold after a 10 year gap (unfortunately, either unable to win a trophy) were Stefan and Rowena Paliwoda. It's good to see some of the faces again. Welcome back all of you.

Poker (16)

Right up until 8.27pm, organizer, Tony Fawcett, had 15 entrants for the Poker Grand Prix, and Tom Duggan, making a last minute decision made it a nice round 16 field. John Hedge is really enjoying the Freeze-outs, and this one was no exception. Chris Evans pipped Rosey into 1st place by being chip-leader between their battle for 1st and 2nd, John came 3rd with Myke Wignall (current leader) in 4th. Tony Fawcett is still warming up! See page 30 for the latest list.

Team (7)

What more can I say? I won again! It might have been another smallish entry but it was very good fun. Happily for me our winning team of three was split into 1 vs 2, and I was the 1. This meant that if I beat Roland Herrera and teammate, Michael Ireland, I'd ►



Main, Julian & Uldis
Consolation, Stewart & Lawrence
Last Chance, Gerry & Talan
BIC, Angie & Fanika

take all the pot . . . and I did, but not until we'd reached dmp, and I eventually out-rolled them in the bearoff with three big doubles. Sorry, guys.

Jackpot (8)

Slipped in to offer players something to do late Sunday afternoon, this little foray was won by Carl Dell when he beat Marcus Wrinch in the final. So, both Angie

and Carl went home, happy bunnies. Let's hope we don't have to wait another 10 years or so before seeing them again.

Finally

The entire weekend went along quite smoothly and I wasn't called upon to do any adjudicating at all. It's so nice to have such well behaved members! I'd like to thank my assistant, Deena Fawcett for her

great support, and Tony for running the poker. I appreciate it.

I hope to have the match between Julian and Uldis into Snowie soon, but time constraints dictate that the the Bibafax will not feature it until the May issue.

Forthcoming Events - also see pages 22, 23 & 24

Casinorip.com
British Open 2009
3,4,5 April

Casinorip.com are proud to sponsor this prestigious tournament. The usual four elements plus £200 online prize money from our sponsors, plus merchandise.

Casinorip.com

* This is a Biba Grand Prix and UK Finals Event *

8, 9, 10 May - County Cups Trophy

The second of our four Swiss format events and yet another UK Finals Qualifier event. If you like playing 6 x 11 point matches over the weekend, then this is the event for you. Keep racking up those championship points, both Grand Prix and Ranking - it could keep in the money!

**** Please note: This event has been moved from Daventry to Hinckley ****

***casino*rip.com**

THE SMARTER WAY TO PLAY



100% SIGN UP BONUS

1% BACKGAMMON RAKE

**WEEKLY BACKGAMMON TOURNAMENTS
- £2000 WON EVERY SUNDAY**

PLAY NOW AT WWW.CASINORIP.COM

Advice on Booking Accommodation

The Biba calendar on page 25 lists all the Biba events for this year. The wise member books every tournament they want to enter in one block booking. If, nearer the date they are unable to attend, they simply cancel the room (one weeks notice is required) and they are not charged a penny. This guarantees that you'll never have to worry about accommodation ever again and you can relax in the full knowledge that no matter what, you'll always have a room. Book it now!

I have been asked by a few players,
"Why a world championship, there already is one?"



Dedicated To Backgammon



Why not? I have never really subscribed to the idea that the 'world champion' has to be a player with enough money to afford to pay a very high entry fee plus a hefty registration fee in order to compete for the world title. It puts it out of the reach of the vast majority of backgammon players - which is a pity.

I know many potential world champions that simply cannot afford to join this elitist club and fork out hundreds of pounds. The Biba World Championship is open to any player who has £40 to spare to enter and they could go home a world champion. It is open to everyone regardless of how much they earn or are willing to spend. The only 'restriction' is that each entrant must be a Bibafax subscriber and a member of Biba: two items that will set you back the princely sum of a minimum of £20 should you not be a subscriber or member by July.

I am trying to get away from the 'backgammon is a rich man's (or woman's!) game' mentality and show that it isn't necessary to pitch entry fees and registration fees higher and higher in order to provide good quality backgammon. Biba provides backgammon for everybody and at a cost that they can afford - the Biba World Championship is no exception.

I have even been told that one player is going to boycott the event because it 'cheapens' the *official* World Championship in Monte Carlo. At least they can't attach the word 'cheap' to Monte Carlo! Perhaps the event won't attract the high-rollers to whom money is no object, but they are welcome to enter. At the tournament's conclusion Biba will be crowning a world champion who will have emerged from a truly egalitarian event, and not an elitist one based upon a players monetary ability first and backgammon prowess second.

Casinorip.com

The English Open. 5,6,7 June 2009

The usual four elements plus added on-line prize money from Casinorip



Biba is proud to present a World Championship Knockout & Progressive Consolation, Last Chance and 3-pointer event that is open to all players (*see below*) who cannot afford the high Registration and Entry Fees that such events normally charge.

3,4,5 July 2009

Barceló Daventry Hotel

Registration Fee: £20. Entry: £20

**Guaranteed 1st Prize:
£1000 minimum**

In addition to the £1000 (minimum) 1st Prize, donations for prizes so far are:

Hatrick Backgammon Board * Backgammon To Win - by Chris Bray * 52 Great Backgammon Tips - by Kit Woolsey & Patti Beadles * Backgammon wristwatch * One year's subscription to colour Bibafax for 2010 * Entry into the Last 16 of the December UK Finals including one night's accommodation.

Biba is actively seeking donations of backgammon related merchandise and/or services. If you would like to contribute please contact Biba HQ or email info@backgammon-biba.co.uk quoting, Biba World Championship.

** Entrants must be subscribers to Bibafax and members of Biba. You can join on the day.*



Dedicated To Backgammon



Manchester Backgammon Club

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

One Day Backgammon Tournament - Sunday 26th April 2009

Manchester Bridge Club. 30 Palatine Road, Withington, Manchester M20 3JJ

*** pre-entry by 19th April essential (including payment of entry fee) ***

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

Entry Fee £25: (£15 Juniors) NB: numbers limited to 56

Please bring your own board if you have one

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

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

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

Trophies - Prizes - Pools - Non-expert prizes - Biba Grand Prix - Buffet - Bar

Name: _____ Phone: _____

e-mail (please print clearly) _____

Please complete this form and send with cheque for £25 (£15) payable to Susan Bourne to:

Susan Bourne. 16 Duke Street. Buxton. Derbyshire. SK17 9AB

LIVERPOOL BACKGAMMON CLUB

presents

The 14th Liverpool Open - Saturday 25, Sunday 26 July 2009

Venue: Liverpool Bridge Club, 7 Croxteth Road, Liverpool L8 5SE

Fee: £25.00 (under 18 - £15) includes Saturday Buffet

Entries after the deadline will incur an extra £10 additional fee

Reg: Saturday: 10.00-10.45am for a 11 am start. (NB: Limited to 64 players)

Main * Consolation * Last Chance * One Point Shoot-Out Sweeps * Cash Prizes! * Bar

Details from: John Wright. 07931 553829 jpwright@blueyonder.co.uk

Peter Chan: 07940 554742 peedur8@hotmail.co.uk

For catering purposes, pre-entry is required. Cheques payable to Simon Jones,
3 The Vineries, Liverpool, L25 6EU and forward prior to 19 July 2009

Name: _____ Phone: _____

Email: _____

2009 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

All tournaments feature a free entry Friday 500 **

Formats: Knockouts - 11, 7, 5, & 3 point matches, Swiss - 6 x 11 point matches

Saturday night backgammon, 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

Registration 1030
(penalty points apply @ 1035)

Dinner, bed and breakfast @ all Barceló Hotels

Reservations on 0870 1610 797 (Hinckley & Daventry)
(9am to 9pm Monday to Friday, 10am to 6pm @ weekends) and quote 'backgammon'.

Single room: 1 night £63.50, two nights £110.50

Double or twin room: 1 night £103, two nights £193

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.

2009 Backgammon Calendar

***** NOTE: THE MAY EVENT HAD BEEN MOVED TO HINCKLEY *****

Apr 3,4,5	Casino rip .com British Open	GP	UK	Daventry	Knockout
Apr 26	Manchester 1-Day	GP	-	Manchester	Combination
May 8,9,10	County Cups Trophy	GP	UK	Hinckley	Swiss
Jun 5,6,7	The Casino rip .com English Open	GP	-	Daventry	Knockout
Jul 3,4,5	Biba World Championship	GP	UK	Daventry	Knockout
Jul 25,26	14th Liverpool Open	GP	-	Liverpool	Combination
Jul 31, Aug 1,2	SAC Trophy	GP	UK	Daventry	Swiss
Aug ??	13th Mind Sports Olympiad	-	-	tba	Swiss
Sep 4,5,6	Backgammon in London @ Biba	GP	-	Daventry	Knockout
Oct 2,3,4	Sandy Osborne Memorial	GP	-	Daventry	Knockout
Oct 23,24,25	17th Irish Open	GP	UK	Dublin	Knockout
Oct 30,31, Nov 1	Arthur Wright's Big 70 Birthday Bash	GP	UK	Daventry	Swiss
Dec 4,5,6	Gilbertson UK Finals	-	-	Daventry	Double KO

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

** Also, Friday 500 entrants who are not on the Biba rate or staying in the hotel will have to pay a £20 entry fee.

What is? How Does? What are?

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 a3-point matches in Biba events or non-Biba events recognized 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.ukFormatProposal.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 based upon the average ranking (approx 1520) 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 (see the calendar) the winner is entered into the last 16 of the UK Main, and gets one night's 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 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 ($11 \times 4 = 44$ points). At the same time it means that winning just one event 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 recognized that making the final table is an achievement and is therefore rewarded by the points allocation.

Tournament Results

The Jarvis Trophy. 6,7,8 February 2009

Main (21/42)

	Main	GP
1 Michael Bennett	6	24.77
2 Peter Bennet	5	13.29
3 Sean Williams	5	13.42
4 Neil Everitt	5	17.55
5 Peter Christmas	4	10.84
6 Wayne Felton	4	10.84
7 Rosey Bensley	4	9.29
8 Nicky Check	4	11.35
9 Uldis Lapikens	4	9.29
10 Paul Plumptre	4	10.84
11 Paul Barwick	4	11.35
12 Jeff Barber	4	12.39
13 Lawrence Powell	3	7.74
14 Arthur Wright	3	7.74
15 Chris Ternel	3	7.74
16 Talan Evans	3	8.25
17 Todd Young	3	9.29
18 John Hedge	3	6.19
19 Bob Young	3	8.25
20 Reg Wegener	3	7.74
21 Mike Ireland	2	4.13

Consolation (21/42) Con/Main GP

	Con/Main	GP
1 Lee Wood	3 / 4	9.29
2 Marcus Wrinch	3 / 4	9.29
3 Myke Wignall	3 / 3	6.19
4 Paul Gilbertson	2 / 3	7.74
5 Gerry Enslin	2 / 2	4.13
6 Tim Vasiljevic	2 / 3	6.19
7 Brian Metcalf	2 / 3	7.74
8 Eric Westbrook	2 / 3	6.19
9 Chris Evans	2 / 2	4.13
10 Tony Fawcett	2 / 3	6.19
11 Larry Bennet	1 / 2	5.68
12 Andrew Darby	1 / 2	4.13
13 Athanasia Petselis	1 / 2	4.13
14 Mick Harris	1 / 2	4.13
15 Neil Young	1 / 1	2.58
16 Zoe Cunningham	1 / 1	2.58
17 Lewis Young	1 / 2	4.13
18 John Reddington	1 / 2	5.68
19 Linda Taylor	0 / 1	2.58
20 Phil Tutchings	0 / 1	4.13
21 Mick Vacarey	0 / 1	2.58

Friday 500 (14)

1 Lee Wood
2 Andy Darby
3&4 Marcus Wrinch
3&4 Athanasia Petselis
5to8 Mike Ireland
5to8 Neil Young
5to8 Paul Gilbertson
5to8 Todd Young
9/16 Arthur Wright
9/16 Jeff Barber
9/16 Myke Wignall
9/16 Tony Fawcett
9/16 Rosey Bensley
9/16 Lewis Young

Poker (11)

1 Andy Darby
2 Myke Wignall
3 Mick Vacarey
4 Tony Fawcett
5 Paul Gilbertson
6 Marcus Wrinch
7 Neil Young
8 Lawrence Powell
9 Lee Wood
10 Rosey Bensley
11 John Hedge

Team (6)

1 Gerry Enslin
2 Brian Metcalf

Ranking changes @ Jarvis:

New Old

1939	1900	Peter Bennet
1914	1950	Chris Ternel
1896	1908	Lawrence Powell
1831	1824	Uldis Lapikens
1821	1797	Peter Christmas
1724	1667	Sean Williams
1716	1728	Paul Gilbertson
1682	1653	Nicky Check
1664	1632	Marcus Wrinch
1656	1641	Jeff Barber
1635	1546	Michael Bennett
1628	1642	Bob Young
1618	1624	John Hedge
1591	1615	Andrew Darby
1560	1530	Paul Plumptre
1546	1546	Todd Young

1540	1498	Wayne Felton
1538	1535	Tony Fawcett
1532	1530	Talan Evans
1525	1555	Gerry Enslin
1525	1528	John Reddington
1518	1526	Reg Wegener
1513	1482	Lee Wood
1510	1504	Brian Metcalf
1507	1506	Eric Westbrook
1506	1536	Athanasia Petselis
1496	1493	Myke Wignall
1491	1520	Mike Ireland
1483	1481	Tim Vasiljevic
1482	1542	Zoe Cunningham
1482	1420	Neil Everitt
1479	1506	Mick Harris
1477	1531	Phil Tutchings
1470	1501	Lewis Young

1443	1503	Neil Young
1438	1387	Rosey Bensley
1422	1430	Larry Bennet
1395	1378	Arthur Wright
1378	1401	Chris Evans
1359	1313	Paul Barwick
1345	1405	Mick Vacarey
1236	1270	Linda Taylor

casinorip.com

THE SMARTER WAY TO PLAY

Sponsors of the Biba web site
The Bright 'n' Breezy, British Open
and English Open tournaments, 2009

The Biba International Championship. 6,7,8 March 2009

Main (47)

1	Julian Fetterlein
2	Uldis Lapikens
3&4	Peter Bennet
3&4	Nicky Check
5to8	Vicki Pemberton
5to8	Stewart Pemberton
5to8	Mick Harris
5to8	Rosey Bensley

Last Chance (32)

1	Gerry Enslin
2	Talan Evans
3&4	George Miltiadou
3&4	Martin Barkwill
5to8	Jeff Barber
5to8	Reg Wegener
5to8	Tim Vasiljevic
5to8	Michael Brigdale

Friday 500 (25)

1	Richard Biddle
2	Tom Duggan
3&4	Simonetta Herrera
3&4	Brian Lever
5to8	Marcus Wrinch
5to8	Mike Ireland
5to8	Myke Wignall
5to8	Paul Gilbertson

Consolation (42)

1	Lawrence Powell
2	Stewart Pemberton
3&4	Peter Chan
3&4	John Hedge
5to8	David Startin
5to8	Marcus Wrinch
5to8	Stefan Paliwoda
5to8	Rosey Bensley

BIC (32)

1	Angela Dell
2	Fanika Petkovska
3&4	Tim Vasiljevic
3&4	Richard Biddle
5to8	Myke Wignall
5to8	Paul Plumptre
5to8	Michael Ireland
5to8	Luan Howitt

Poker (16)

1	Chris Evans
2	Rosey Bensley
3	John Hedge
4	Myke Wignall
5	Paul Gilbertson
6	Reg Wegener
7	Tony Fawcett
8	Vicki Pemberton

Ranking changes @ BIC:

New	Old				
2103	2058	Julian Fetterlein	1641	1611	Stefan Paliwoda
1948	1939	Peter Bennet	1617	1612	Mardi Ohannessian
1933	1896	Lawrence Powell	1594	1535	Stewart Pemberton
1923	1957	Brian Lever	1582	1560	Paul Plumptre
1884	1914	Chris Ternel	1574	1573	George Miltiadou
1878	1831	Uldis Lapikens	1563	1592	Roland Herrera
1827	1841	Adrian Jones	1545	1525	Gerry Enslin
1799	1803	David Startin	1539	1542	Luan Howitt
1731	1746	Tom Duggan	1534	1556	John Wright
1725	1716	Martin Barkwill	1532	1527	Michael Brigdale
1718	1716	Paul Gilbertson	1527	1532	Talan Evans
1707	1682	Nicky Check	1512	1518	Reg Wegener
1688	1663	Peter Chan	1497	1510	Brian Metcalf
1684	1711	David Motley	1494	1491	Mike Ireland
1658	1664	Marcus Wrinch	1491	1479	Mick Harris
1652	1656	Jeff Barber	1489	1510	Mike Barrett
1642	1618	John Hedge	1471	1496	Myke Wignall
			1467	1438	Rosey Bensley
			1465	1483	Tim Vasiljevic

Jackpot (8)

1	Carl Dell
2	Marcus Wrinch

Team (7)

1	Michael Crane
---	---------------

1464	1483	Richard Biddle
1459	1482	Neil Everitt
1453	1466	Simonetta Barone
1401	1424	Rowena Paliwoda
1389	1400	Carl Dell
1377	1378	Chris Evans
1371	1400	Angela Dell
1370	1395	Arthur Wright
1367	1359	Paul Barwick
1348	1315	Vicky Pemberton
1241	1270	Fanika Petkovska

Grand Prix @ BIC

18.58	Julian Fetterlein	6.19	Rosey Bensley	4.13	Martin Barkwill	2.58	Carl Dell
18.58	Uldis Lapikens	6.19	Paul Gilbertson	4.13	Mardi Ohannessian	2.58	John Wright
18.57	Lawrence Powell	6.19	Paul Plumptre	4.13	Tom Duggan	2.58	Simonetta Barone
13.42	Peter Bennet	6.19	Mike Ireland	4.13	George Miltiadou	2.58	Brian Metcalf
9.29	Nicky Check	6.19	Mick Harris	4.13	Marcus Wrinch	2.58	Reg Wegener
9.29	Stewart Pemberton	6.18	David Startin	4.13	Mike Barrett	2.57	Tim Vasiljevic
9.29	Vicky Pemberton	6.18	John Hedge	4.13	Luan Howitt	2.56	Richard Biddle
9.28	Peter Chan	6.17	Talan Evans	4.12	Chris Evans	2.06	David Motley
9.27	Gerry Enslin	6.16	Angela Dell	4.12	Adrian Jones	2.06	Rowena Paliwoda
6.19	Stefan Paliwoda	4.13	Paul Barwick	4.12	Michael Brigdale	2.06	Myke Wignall
		4.13	Jeff Barber	4.10	Fanika Petkovska	2.06	Neil Everitt

Grand Prix Championship, March 2009

In the Top Ten, Gerry Enslin returns Paul Barwick to 2nd place. We lost Marcus Wrinch, Peter Christmas and Brian Metcalf as Uldis Lapikens shoots into 3rd place with Peter Bennet in 5th. Sean Williams drops to 5th and John Hurst to 7th. Lawrence Powell enters in 6th and Michael Bennett goes down to 8th.

I am expecting more changes following next month's Casinorip.com British Open. I wonder how many of the current Top 10 will retain a Top 10 spot?

The full list is on the next page ►

Grand Prix Championship, March 2009

38.17	Gerry Enslin	13.42	Simon Heath	6.70	Mick Vacarey	4.13	Lewis Young
34.05	Paul Barwick	13.41	Vicky Pemberton	6.69	Jason Dennis	4.13	Athanasia Petselis
30.45	Uldis Lapikens	12.38	Chris Evans	6.19	Geoff Conn	4.13	Scott Parker
29.28	Peter Bennet	10.83	Myke Wignall	6.19	Mark Dixon	4.13	Luan Howitt
26.84	Sean Williams	10.32	Andy Darby	6.19	Neil Davidson	4.13	George Miltiadou
26.31	Lawrence Powell	10.32	Mick Harris	6.19	John Ingamells	4.13	Mike Barrett
24.77	John Hurst	10.32	Reg Wegener	6.19	Gaz Owen	4.12	Steve Taylor
24.77	Michael Bennett	10.31	Adrian Jones	6.19	Kevin Dale	4.12	Chris Johnson
23.22	Paul Gilbertson	9.29	Arthur Wright	6.19	Eric Westbrook	4.12	Michael Brigdale
22.70	Nicky Check	9.29	Michael Proto	6.19	Angie Dell	4.11	Mike Williams
22.69	Marcus Wrinch	9.29	Tony Lee	6.19	Stefan Paliwoda	4.10	Edwin Turner
22.68	Peter Chan	9.29	Lee Wood	6.18	Raj Jansari	2.58	Mahmoud Jahanbani
21.66	John Hedge	9.29	Todd Young	6.18	David Startin	2.58	Leslie Singleton
20.63	Jeff Barber	9.29	Stewart Pemberton	6.17	Crispin Duke	2.58	Simon Morecroft
20.61	Talan Evans	9.28	Rachel Rhodes	5.68	Larry Bennett	2.58	John Batty
19.61	Brian Metcalf	9.28	Malcolm Robertson	4.13	Cliff Connick	2.58	Zoe Cunningham
19.61	Neil Everitt	9.28	Stuart Mann	4.13	Roy Hollands	2.58	Nick Valley
18.58	Julian Fetterlein	8.76	Neil Young	4.13	Mike Heard	2.58	Sidney Van Gelder
17.55	Martin Barkwill	8.73	Richard Biddle	4.13	Chris Bray	2.58	Carl Dell
17.03	Peter Christmas	8.26	Mardi Ohannessian	4.13	Bill Young	2.58	Simonetta Herrera
17.03	Paul Plumtre	8.26	Tom Duggan	4.13	Raymond Kershaw	2.57	Howard Furr-Barton
17.02	Chris Ternel	8.26	John Reddington	4.13	Ann Pocknell	2.06	Gill Bray
17.02	Wayne Felton	8.25	Tim Vasiljevic	4.13	Jackie Griffiths	2.06	Pat Parkes
15.48	Rosey Bensley	8.25	Tony Fawcett	4.13	Ray Fard	2.06	David Motley
14.45	Mike Ireland	8.23	Fanika Petkovska	4.13	Phil Tutchings	2.06	Rowena Paliwoda
14.44	Bob Young	6.71	John Wright	4.13	Linda Taylor		

Ranking Championship, March 2009

Gerry remains at the top but only by virtue of having now qualified with 14 matches played. Soon many more entrants will be qualifying after playing 14 or more and then the chart will start to take shape. The best way to get into the Top 10 is to enter Swiss format events in which you play 6 x 11 point matches and qualify at a greater rate than in Knockouts wherein 50% of the entrants lose their first match thus gaining only one score.

Q 1640.79	Gerry Enslin	7	1746.14	Neil Everitt	3	1902.67	Stefan Paliwoda
13 1830.00	Uldis Lapikens	7	1732.14	Lawrence Powell	3	1868.00	Gaz Owen
13 1705.08	Paul Gilbertson	7	1712.86	Lee Wood	3	1815.33	Neil Davidson
12 1860.83	Peter Bennet	7	1449.71	John Reddington	3	1786.33	Mark Dixon
12 1623.42	John Hedge	7	1389.71	Tony Fawcett	3	1722.00	Geoff Conn
11 1893.18	Sean Williams	7	1176.57	Linda Taylor	3	1711.00	Kevin Dale
11 1737.91	Nicky Check	7	1172.29	Zoe Cunningham	3	1410.67	Peter Chan
11 1587.36	Brian Metcalf	7	1153.86	Mick Vacarey	3	1399.33	Fanika Petkovska
11 1502.27	Michael Ireland	7	1137.00	Neil Young	3	1358.00	John Wright
10 1541.70	Talan Evans	6	2146.00	John Hurst	2	1862.50	Ann Pocknell
9 1826.78	Rosey Bensley	6	2032.33	Michael Bennett	2	1724.50	Cliff Connick
9 1797.11	Paul Plumtre	6	1544.67	Todd Young	2	1693.50	Jackie Griffiths
9 1772.00	Peter Christmas	6	1513.83	Larry Bennett	2	1685.50	Malcolm Robertson
9 1599.11	Marcus Wrinch	6	1508.83	Eric Westbrook	2	1612.00	Bill Young
9 1583.67	Jeff Barber	6	1353.67	Athanasia Petselis	2	1611.50	Chris Bray
9 1567.67	Paul Barwick	6	1331.33	Lewis Young	2	1555.50	Roy Hollands
9 1552.11	Bob Young	6	1201.83	Phil Tutchings	2	1534.00	Crispin Duke
9 1547.00	Andy Darby	5	2193.00	Julian Fetterlein	2	1522.50	Scott Parker
9 1520.56	Mick Harris	5	1854.60	Simon Heath	2	1511.00	Mike Heard
9 1493.22	Chris Ternel	5	1842.60	Stewart Pemberton	2	1487.00	George Miltiadou
9 1409.33	Chris Evans	5	1741.00	Vicky Pemberton	2	1476.00	Luan Howitt
8 1735.63	Wayne Felton	4	1884.75	Michael Proto	2	1467.00	Ray Fard
8 1476.75	Arthur Wright	4	1818.25	Tony Lee	2	1420.50	Ray Kershaw
8 1393.50	Tim Vasiljevic	4	1560.00	Adrian Jones	2	1251.50	Richard Biddle
8 1370.88	Myke Wignall	4	1508.00	Mardi Ohannessian			
7 2377.14	Reg Wegener	4	1505.00	Tom Duggan			
7 1836.43	Martin Barkwill	3	1925.33	John Ingamells			

Friday 500 Positions - March

37	Marcus Wrinch	11	John Wright	4	Roland Herrera
25	Mike Ireland	11	Rosey Bensley	4	Ann Pocknell
25	Paul Gilbertson	9	Todd Young	4	Anne Ryder
25	Andy Darby	9	Mahmoud Jahanbani	4	Brain Metcalf
24	Richard Biddle	8	Fanika Petkovska	4	Gaz Owen
20	Tom Duggan	8	Mardi Ohannessian	4	Geoff Conn
20	Myke Wignall	7	Carl Dell	4	Gerry Enslin
20	Lee Wood	7	Julian Fetterlein	4	Jason Dennis
20	Peter Bennet	7	Mick Harris	4	John Ingamells
18	Jeff Barber	7	Lewis Young	4	Kevin Dale
18	Tony Fawcett	7	Chris Evans	4	Mark Dixon
18	Neil Young	7	Chris Johnson	4	Paul Barwick
15	Arthur Wright	7	Ed Turner	4	Ray Kershaw
14	Martin Barkwill	7	Neil Davidson	4	Roy Hollands
12	Simonetta Herrera	7	Rachel Rhodes	4	Steve Taylor
12	Brian Lever	7	Sidney Van Gelder	4	Sue Metcalf
12	Athanasia Petselis	4	Angie Dell	4	Talan Evans
12	Peter Chan	4	Luan	4	Tim Vasiljevic
12	Raj Jansari	4	Stefan Paliwoda	4	Tony Lee
		4	Rowena Paliwoda	4	Tony Walters
		4	Reg Wegener		

Marcus Wrinch remains in 1st place (I think it's his 2009 mission) with a healthy 12 points lead. However, it is early days yet and I am sure he'll be put under pressure before too long.

Poker Grand Prix - January

Pts	Player	Pts	Player	Pts	Player
65	Myke Wignall	28	Mick Vacarey	8	Simonetta Herrera
55	John Hedge	26	Rosey Bensley	8	Ray Fard
55	Paul Gilbertson	20	Nick Valley	7	Jason Dennis
37	Neil Young	18	Marcus Wrinch	6	Mick Harris
34	Vicki Pemberton	16	Reg Wegener	6	John Batty
34	Tony Lee	16	Roy Hollands	5	Stefan Paliwoda
33	Tony Fawcett	15	Ed Turner	5	Gaz Owen
33	Martin Barkwill	13	Kevin Dale	4	Tom Duggan
33	Andy Darby	13	Lee Wood	1	Talan Evans
28	Chris Evans	13	Tony Walters	1	Mark Dixon
		9	Lawrence Powell		
		9	Alison Lee		

For 2009, Saturday night Texas Holdem tournaments will adopt a new format which will be a freeze out. All these tournaments will be £30 no limit, with 4000 deep stack starting chips, with the exception of the April, July and October events which will have an added twist of a bounty of £5 on your head (£35 entry fee). The Jarvis, County Cups, SAC, and Arthur's 80th tournaments (Swiss events) will be a rebuy as last year's format. All entry fees can be paid when registering for the backgammon or at any time before 8.30pm. Entries after 8.30pm will not be allowed. All the entry, rebuy and add-ons will be returned in prizes minus 10% rake off for the end of the year.

The blinds will start at 25/50 and rise to 50/100 after 20/30 minutes and 100/200 after a second 20/30 minutes. Thereafter the blinds will increase every 20 minutes according to either schedule as shown on the Biba web site.



Backgammon's most prestigious Tour is ongoing for 2009 "The European Backgammon Tour" (EBGT)

The Season III 4 stops, all "added prize tournaments", are:



TMG Portuguese Open, Estoril, May 14-17



Georgian Open, Tbilisi, July 29 - Aug 5



French Open, Enghien-les-Bains, Oct. 27-Nov. 1



City of Venice, Venice, November 2009



Each round you win in the Champion's Division will contribute to your masterpoints. The length of the match you win is the number of masterpoints you will receive, no matter if it's the main, consolation or last chance round.

The winner of each stop will be granted a free seat in the next stop of the EBGT.

10% of the added prize of each stop will go towards the prize-pool of the EBGT: The overall winners of the EBGT will share a minimum of 10,000 €uro at the end of the season (60% for winner, 30% for second place and 10% for the third placed player).

Lots of other surprises coming up during the year !!!!

Web address: www.world-backgammon-association.com

Email for more info: info@world-backgammon-association.com



present

Part of



SEASON III

Estimated total payout
1,000,000 \$

4th

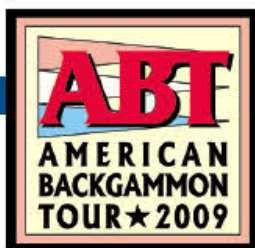
TrueMoneyGames Portuguese Backgammon Open

14 – 17 MAY 2009

For additional information, please contact:
info@world-backgammon-association.com
www.world-backgammon-association.com



present



1st

US Backgammon Open

JUNE 4-7, 2009

Washington DC
(Arlington, VA)

For additional information, please contact:
info@world-backgammon-association.com / www.world-backgammon-association.com

