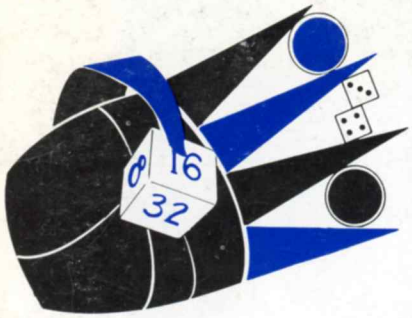
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ELDORADO CLASSIC

CAPTAIN CUBE

CUBE – TOURNAMENT VS. MONEY PLAY

1980
JUNE



June Wilkinson

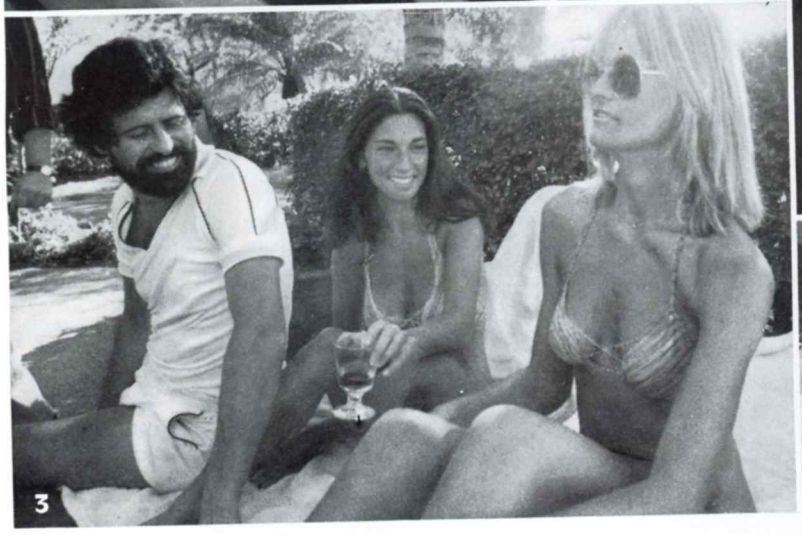
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The New Traditionalists gather at Turnberry Isle for Black & White Championship Backgammon

1. Painter Jean Sobieski arrived well-equipped with surprise offensive tactics...and displayed quite a knack for back game maneuvers. **2.** This happy group celebrated après tennis finals with their host Black & White Scotch. (From left): Mal Meister, Brenda Thener, Stanley Multin, Bert Kaufman, Donna Multin, Renee Lemelin. **3.** Best combo of all: Poolside backgammon and Black & White. Just ask Law Student Susan Teicher (center) and friends. **4.** The hit of the festivities was Black & White Scotch, which mixes well with any activity! **5.** English Model Carol Lorenz won several backgammon matches...not bad—for a beginner! **6.** Investor Thomas H. Jarvis III bears off while opponent (right) Rick Hilton's man is on the bar. Beyond is Vladimir Dobrich, whose chances of a gammon decrease when his opponent rolls a double six.

Black & White Scotch. The New Tradition.

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Tournament days and locations are not listed because of constant change. To receive up-to-date information, call the Backgammon Hot-Line (702) 361-3910.
If your club IS NOT LISTED, please contact the Las Vegas Backgammon Club and we'll see that it is!

THE THIRD DEGREE

What are some of the new backgammon variations that are being played?

We assume that you mean dice modification games rather than the vast array of known backgammon variations like Acey Deucey, Gioul, and Greek Backgammon.

Duo-Gammon is one of these games that everyone has been talking about since it was featured in *Backgammon Guide.* In this game one player rolls twice and the other calls his number, except for doubles.

At the Mayfair in New York, they amuse themselves with a three dice variation. Each player rolls three dice instead of two. Triples count triple, of course, and you would be surprised how often you hit.

The most interesting innovation is the small number first game. The catch here is that you must take the small number before you take the large number of your roll. It's a deceptive game. Making the one and two point takes on new meaning. The bear-off becomes a nightmare. Try it, you'll like it.

What is a self-service tournament?

It's an inside joke description of some of the new style, streamlined tournaments. The directors do little more than collect the entry fees and dodge the participants for the rest of the event.

Contestants learn how to solve their own problems, usually by appealing to someone that they mutually respect. They find their own matches and post their own results. The information desk is nonexistent and equipment is scarce. We figure the next step is tournaments by mail. You send your entry and registration fee to a P. O. box number and they tell you who won.

What is a Gravita Take?

We didn't think there was anyone who didn't know this take. Now that we've thought about it, there probably isn't anyone who hasn't been the victim of one or has not been guilty of one.

The legendary Gravita, so they say, was a backgammon player from London. Gravita was playing in a chouette against eight good players and because of bad doubling, wound up losing more than $100,000. He never paid. After the last game, he smiled and walked away from the game never to be heard from again. His name, though, lives on. Anytime anybody in London takes a bad double, it's called "A Gravita Take."

What is Gilbert's law?

Don't know where it originated, but we are told that it preaches "that one should not double without at least one point in his home."

Wasn't there some activity a few years back in team challenges between clubs?

Now that you mentioned it we remember one club would challenge another and they'd travel back and forth to play. There usually was a trophy and a lot of fan hoopla. We don't know of any current rivalry, but we did get the following letter. Any interested club can pick up the challenge.

The DALLAS BACKGAMMON ASSN. would like to issue a challenge:

We feel that we have the best players, the most winners, and the most consistent winning players anywhere in the country. We will challenge our 8-person team against your area 8-person team.

Call after 6p.m. (214) 286-5149 to set up the ground rules and we will prove once again that TEXANS HAVE IT ALL!!!

Sincerely,

Taffie Norris, Director





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An International Publication



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COVER: JUNE WILKINSON is an actress with many claims to fame. She is a star of movies and television. An accomplished performer, she has headlined in Las Vegas and is acclaimed for her stage roles. Currently married to a famous NFL quarterback, Miss Wilkinson does mostly live theatre. She is acknowledged to be one of the most famous pin ups of all time. Known to *Playboy* readers the world over as "The Bosom".

Photo by Linda Kruegel

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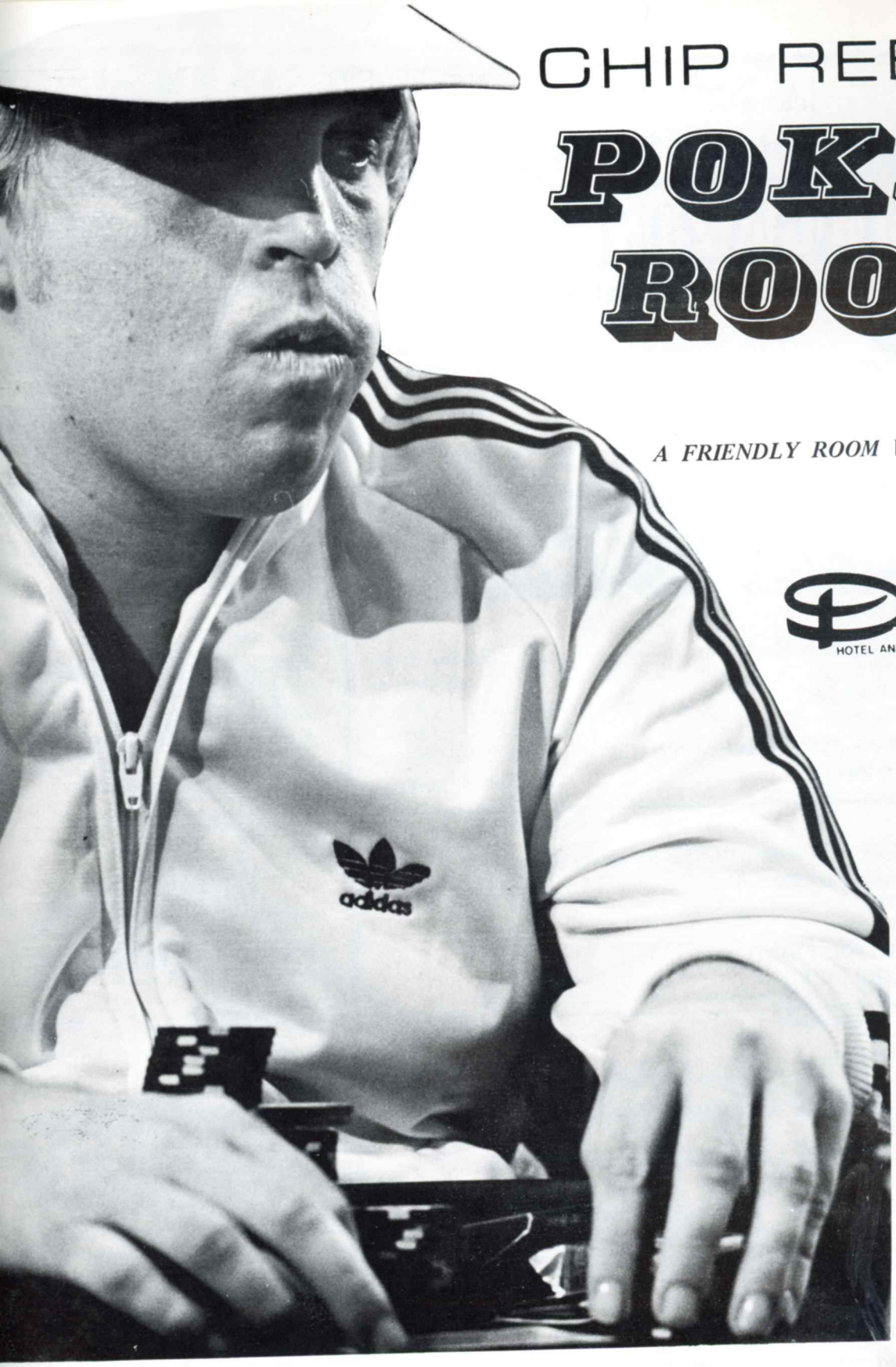
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REGIONAL TOURNAMENTS: *Something Affordable*

It starts with a phone call to the Las Vegas Backgammon Club hotline:

"Is this Las Vegas? Can you give me stuff on a really big backgammon tournament?"

"Sure we can. There are some very fine regional tournaments coming up in your area soon."

"No, no, I mean a really big tournament, you know, uh, a world open . . . an intergalactic championship."

We give the information – Monte Carlo, Las Vegas, Puerto Rico, Miami.

It's just another backgammon enthusiast who has beaten everyone in his neighborhood and now is going to hit the big time circuit.

But, can he afford it? Not for very long. Not unless he keeps a summer home in Nice, gets comped to Puerto Rico or plays Henry when he gets to Las Vegas.

The disappointing fact of life is that backgammon tournaments have become damn expensive.

The golden age of the low overhead, plus-equity tournament is probably over. Air fares have gone through the roof. Lodging is most always expensive. Quite often the promoter builds his profit into the room rate structure and charges a penalty if a player chooses a non-approved hotel. Add to this an entry and registration fee, cab rides ($40 from the airport in Monte Carlo), food and drinks, money exchange deductions, souvenirs, towel fees, tips, etc. If you bring your wife or girlfriend, what will their boredom cost you? And don't forget extra money for the Calcutta auction. The expense list is endless. One soon realizes that he can't afford too many super-duper tournaments.

Even though many of these so-called international affairs offer money added, travel and other up-front expenses play havoc with a participant's equity.

It is especially difficult on the player who is spending hard dollars. It is true that some players have soft dollar expenses because of the relationship that they enjoy with a particular promoter, who subsidizes them to make an appearance.

What, then, is the answer? It is the regional tournament. Regional tournaments have been drawing as many participants as the far away extravaganzas. Texas has been doing it for a long time. The Louisville Bluegrass Regional drew nearly 300 people. They did it in Atlanta, San Francisco, Great Lakes Region and San Diego. They're about to do it in Indianapolis, Cincinnati, Los Angeles and Boston.

The invitations are not so fancy. No celebrities are promised. There are no five-figure adds. But, regional tournaments are just as much a competition as any of the self-proclaimed "world championships."

The money you save is your equity. Say no to Monte Carlo and yes to your regional tournament and you are already a winner. Choose a hotel within your budget. Drive your own car. Eat where you can afford to eat or even pack your own lunch. Pack the family too, if you want. You are always welcome at a regional tournament.

The promoter in your area is willing to put on as many tournaments a year as you will support.

The prize money versus expenses looks pretty good for the regional tournaments and there are no W2's.

The smart players that have put a pencil to it tell us that the regional tournament is the way to go in the future.

They also tell us that winning is just as sweet.

COMMENTARY-STAYING ALIVE

"Please patronize the bar and their snack menu to help keep us as a valued guest."

This sentence was buried deep in a paragraph announcing a new location for one of the weekly Long Island Backgammon Club Tournaments.

It was the first time that this situation had been publicly acknowledged.

Steve Kurzban is the very successful director of the Long Island Club. If he is like other backgammon directors, he is overworked, underpaid but devoted to the game. He faces daily battles with ever changing mailing lists, ever increasing printing costs for his newsletter, membership drives, equipment and other hidden expenses. Finally, he runs the tournament.

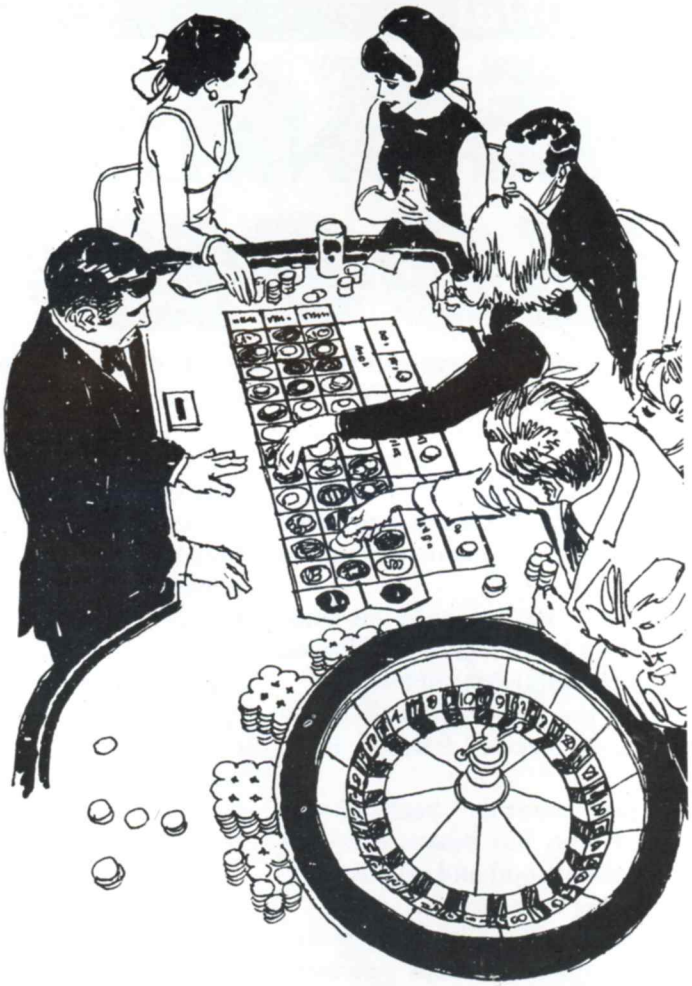
All this out of the way, the tournament director faces, the task of dealing with the tavern owner, hotel manager or club director that hosted the tournament. What he hears is that backgammon players don't drink, don't eat, don't spend.

In many cases, it's true. Players forget that someone is subsidizing nearly every tournament. The host provides space, energy, and service in exchange for patronage. The host business has to ring the cash register to justify supporting the tournament.

Backgammon players have proven to be poor spenders. The tournament director, not wanting to offend anyone, agonizes privately. He knows that he has to face a dissappointed club owner and convince him that a

Continued on pg. 29

How to Make A Friend A Winner!!



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PROFILE PAGE



PAUL MAGRIEL

Paul Magriel, 32, is the 1978-79 World Backgammon Champion. A resident of the city of New York, Magriel serves as backgammon editor of one of New York's leading daily newspapers.

An enthusiastic competitor, Magriel has won countless major international backgammon tournaments including: The World Backgammon Championship, Nassau, the Bahamas, January, 1978; The U. S. A. - Europe Challenge Cup, Athens, Greece, October, 1977 (a 63-point match). Magriel represented the United States, assisted by Roger Low; and The Children's Cancer Fund Tournament, two years in a row.

Sites of other important tournaments won by Magriel include: The Eldorado Backgammon Classic, Reno, Nevada, March 1980, Los Angeles, Palm Beach, Vermont, Westhampton, Beverly Hills, Palm Springs, and the St. Regis, Princeton Club and El Morroco in New York.

Mr. Magriel attended Exeter, was a National Science Foundation Fellow at Princeton University, and a Professor of Mathematics. As a mathematician and former New York State Junior Chess Champion, Magriel is, and always has been, fascinated by games and game theory.

BACKGAMMON, Magriel's definitive book on the game, was published by Quadrangle/The New York Times Book Co. in December, 1976. A Book of the Month Club selection, *Backgammon* is now in its third printing. Magriel is presently working on a nine-book series on the advanced stages of backgammon in a more specialized – more specific form.

THE RT. HON. LORD RENNELL OF RODD

by John Adrain Tremayne Rodd

Internationally famed as one of Great Britain's more colorful and talented players, Lord Rennell has won the two most prestigious backgammon tournaments in England: The Clermont Club and White's Competitions. He is a World Champion calibre player.

Lord Rennell has also played rugby for Scotland. He is a past winner of the famed White's Golf Competition and Middleweight Boxing Champion of the Royal Navy's Home Fleet and Far East Fleet. His hobbies are golf, tennis, breeding horses, rugby, boxing and backgammon.

Since 1968 Lord Rennell has been Company Director of Marks of Distinction, a London-based business promotion and sports trophy firm. Lord Rennell is a member of Lewis Deyong Club.



TOURNAMENT DIRECTORS

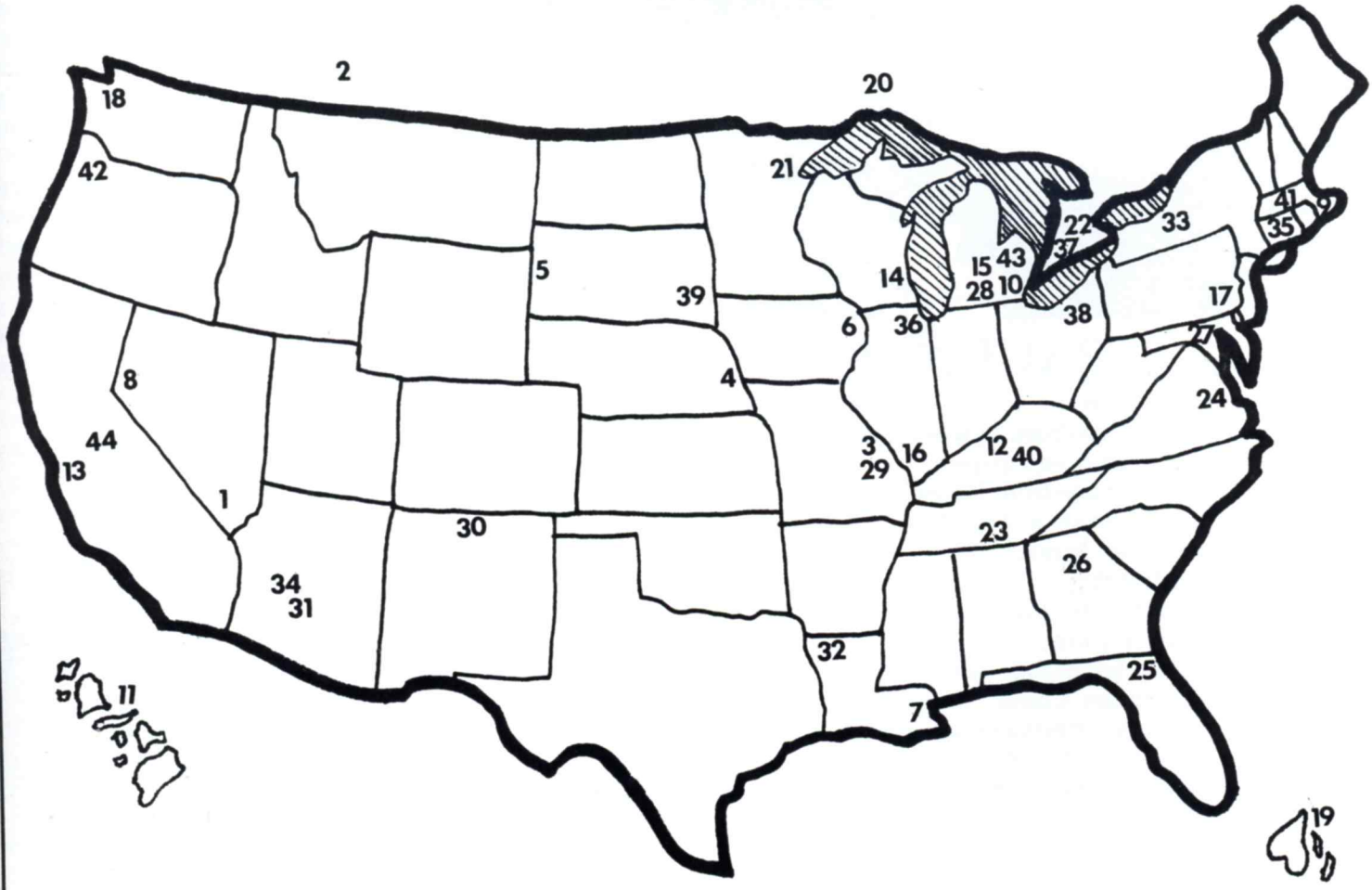
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Frankfort, Kentucky
Michael S. Goddard
(no phone at this time)

41. AMHERST BACKGAMMON CLUB
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Scott Mitchell
(413) 253-5757

42. PIPMASTERS BACKGAMMON CLUB
Portland, Oregon
R. S. Kolemaine
(503) 289-1496

43. GAMMON EAST OF MICHIGAN
Warren, Michigan
Barbara McCoy
(313) 756-3293

44. RIVER CITY BACKGAMMON ASSN.
Sacramento, California
Jim Stern
(916) 392-1396

The American Association of Backgammon Clubs is a group of grass roots backgammon clubs devoted to the love and promotion of backgammon.

The cost of belonging to this group is $25 per year. For this small fee the associates have access to the club hotline, receive hospitality benefits for their members visiting Las Vegas, receive aid in setting up and operating their club and/or tournaments, receive free space to publish their ideas and schedules in the Backgammon Magazine (Cir. 20,000 worldwide), receive 25% discount off rate card if they wish to advertise in the magazine, receive complimentary copies of the Backgammon Magazine for club use, and have access to the most complete files on backgammon players, current information and backgammon history.

The Associates are bound together by the need to protect themselves from those looking to take advantage of the small clubs. Strength is derived from mutual support and free exchange of information.

The Associates agree to adhere to the Official Las Vegas Tournament Rules and the Common Rules of Etiquette. All in all, the Associate members enjoy many shared benefits which a union of organizations can provide, including reciprocal visiting rights between clubs in the AABC.

For details on the AABC write the Las Vegas Backgammon Club or call (702) 361-3910.

PUBLISH OR PERISH

The Backgammon Magazine staff works hard on every issue. We know that there are others working unselfishly to get magazines and newsletters to their members. We'd like to acknowledge them here.

**If we have missed your publication, please let us know (702) 361-3910.*

MAGAZINE	EDITOR OR PUBLISHER	PUBLISHED IN
Backgammon Guide – quarterly (on time)	Les Boyd	Ft. Lauderdale, FL
El Mundo del Backgammon – monthly (on time)	Walter Coratella	Mexico
Gammon – quarterly (2 issues in 2 years)	Buddy Berke	Los Angeles, CA
International Backgammon News – quarterly (last issue Nov. '79)	Lewis Deyong	England
Japan Backgammon News – monthly	Yo Wasama	Tokyo, Japan
Prime – no set interval	Nick Maffeo	San Francisco, CA
WBC News – defunct	Prince Obolensky	New York, NY

NEWSLETTER	EDITOR OR PUBLISHER	PUBLISHED IN
ABA Newsletter	Orrill Martin	Clearwater, FL
Atlanta Backgammon Society	Craig Tyndall	Atlanta, GA
Backgammon Beat	Wayne Roberts	Alberta, Canada
Backgammon Board	Renee Rosenbloom	Rochester, NY
Baltimore Backgammon News	Alan Potter	Baltimore, MD
CBS Bulletin	Rob Roy	Waterbury, CT
Duluth Backgammon Newsletter	Ray Boisjoli	Duluth, MN
Festival Backgammon News	Jerry Nathan	Buffalo, NY
Flint Backgammon News	Carol Cole	Flint, MI
Gambit	George Stamets	Pittsburgh, PA
Gammon & Games	Bernard Bergstein	Honolulu, HI
Granite State Backgammon News	Stephen Avery	Dublin, NH
Have Board Will Travel	Jim Stern	Sacramento, CA
Long Island Backgammon News	Steve Kurzban	Floral Park, NY
New England Backgammon Newsletter	Francesca Parkinson	North Falmouth, MA
New Jersey Backgammon Assn.	Dan Caverly	West Paterson, NJ
Omaha Backgammon News	Carolyn Caniglia	Omaha, NE
Points and Blots	Greg Blotsky	Honolulu, HI
Richmond Backgammon Society News	Richard Murad	Richmond, VA
Texas Backgammon News	Jim Howe	Houston, TX
The Anchor	Jeff Ward	San Diego, CA
The Doublet	Bill O'Brien	Reno, NV
Washington Backgammon Newsletter	Bob Paris	Washington, D.C.

NEW ASSOCIATES



GAMMON EAST (DETROIT)

Barbara McCoy and Jim Byers have opened a club on the east side of Detroit called Gammon East. They meet every Sunday at four o'clock at the Holiday Inn-Troy (I-75 and Rochester Ct.). Director McCoy is new to this, but is planning to have the biggest and best club on the block. We're glad you're with us.

FRANKFORT BACKGAMMON CLUB (KENTUCKY)

Michael S. Goddard is the energetic president of the Frankfort Club.

In its first year of existence, the FBC drafted and submitted to Congress a bill to permit backgammon in drinking establishments. Although it was defeated, treasurer Drew Davis has arranged a hearing with the Attorney General to continue the fight. Any clubs having similar experiences, please contact the FBC.. The club holds weekly tournaments on Mondays at East Frankfort Park Clubhouse. The club is small but was strongly represented in the Blue Grass Tournament. Welcome.

PIPMASTERS TOURNAMENT BACKGAMMON CLUB (PORTLAND)

Pipmasters is Russ Kolemaine's baby. His club has outlasted all others in the Portland area because of hard work and devotion to backgammon. Russ has produced some of the finest newsletters that we have seen. The graphics are amusing and the format is well thought out.

The last thing we received was a ten page play-by-play description of the Salishar Amateur finals. It is something worth getting your hands on. Mr. Kolemaine is a former advertising man from Los Angeles, and his ideas for promoting backgammon have been very useful to us. He is always glad to give any fledging club helpful promotional ideas. Call him at (503) 289-1496.

RIVER CITY BACKGAMMON ASSOCIATION (SACRAMENTO)

Jim and Sondra Stern have been promoting local backgammon events in the Sacramento area for over a year now, ranging from a 38 hour marathon to raise money on last year's Easter Seal Telethon, to teaching classes for the local park districts, to their 12 page monthly newsletter called "*Have Board, Will Travel*".

The RCBA holds two weekly tournaments – on Tuesday night at STEAK & ALE, 7218 Franklin Blvd, and on Wednesday night at the CASPIAN LOUNGE, 2377 Arden Way. Major local attractions include an annual charity classic, the Sacramento City Championships, and the River City Invitational.

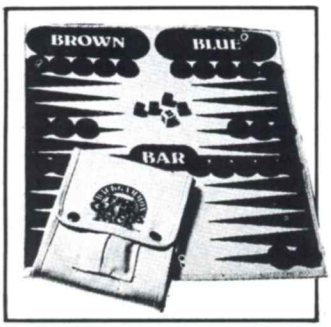




Jeeves, do tell Sir Charles that his double has been beavered.

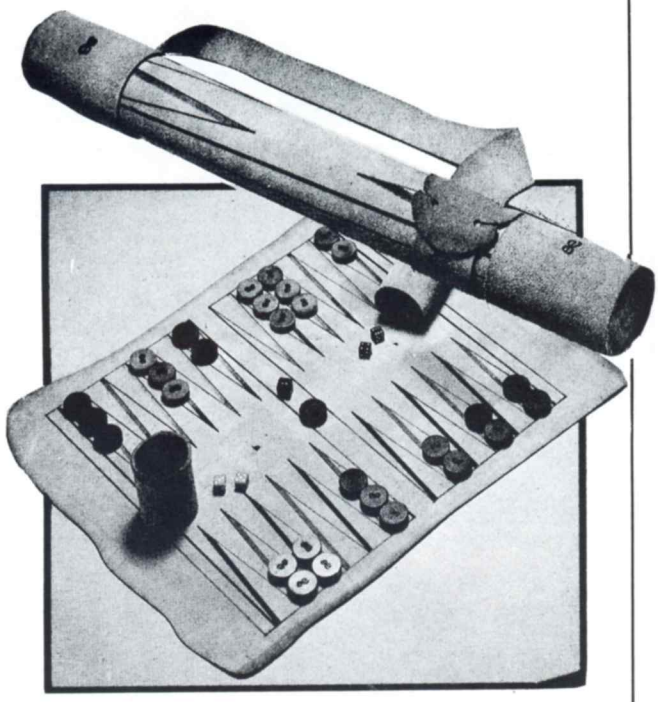
new products

First over the Bar



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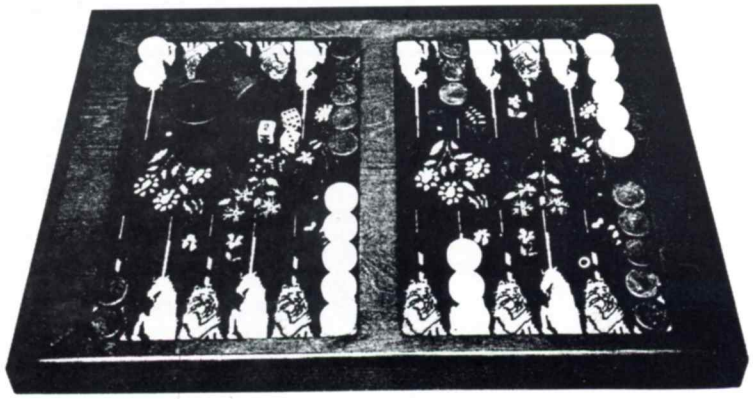
. . . . Mellow Mail $21.95



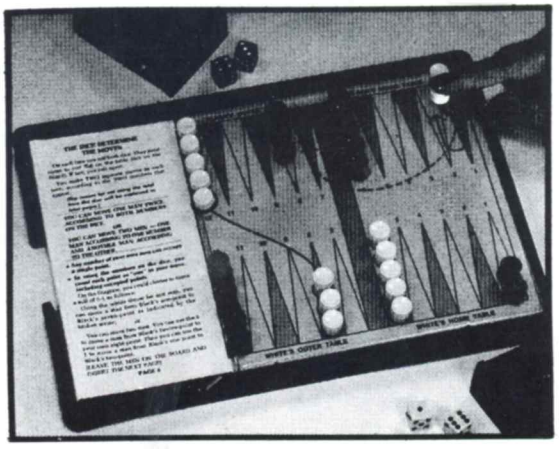
BACKGAMMON ROLL - natural 2 foot square rawhide playing "board" lies perfectly on any uneven surface from a sandy beach to a bed. Rolls into a 2" diameter self-contained unit needing little storage space. Rawhide cups, wooden discs, dice and rawhide carrying strip included.

. . . . . Leather Backgammon $70.00

THE BOARD GAME BOOK - authored by Robert C. Bell, is a beautiful art book. More then sixty pictures of boards are provided, many proportioned for comfortable play right on the page of the book. The cover jacket, is a complete backgammon board that can be used for play. Bell personally has one of the finest and most extensive board game collections known in private ownership . . . . Knapp Press, $35.00



NEEDLEPOINT BACKGAMMON - an elegant board with a medieval motif. The kit to make the needlepoint unicorn inserts includes design in color on 18-mesh mono canvas, Persian yarns, needle and instructions. Finished size of each panel is 9½" x 13½". . . . . Infinity $27.95



BACKGAMMON TUTOR - hard to be skillful, but easy to learn, with a clever new teaching board. Each lesson is a real game sheet. Slip it into the rigid plastic board and actually play, using the directions and diagrammed moves. After the 50 games, you'll be able to play decently against an opponent. 12 x 8" game board, 30 men, 4 dice and 2 dice cups make an entertaining self-teacher! . . . . . Milton Bradley $9.95

THE CUBE: TOURNAMENT VS. MONEY PLAY



by Barclay Cooke

Comparatively unknown backgammon experts are cropping up everywhere these days. But while they become more and more proficient in moving their men, many still don't take time to study the vastly different tactics that should be used in tournaments as opposed to money games, especially in the use of the doubler.

Suppose you have eleven men off and four men remaining on your one point. Your opponent has the identical position; it is his roll and he turns the cube. Should you take? The chances are that every knowledgable player would answer, "Of course not. You shouldn't consider accepting; you're too much of an underdog."

Now say that A enters a tournament. The match is to nineteen and he falls far behind, 11-3, to B. The next game turns into a slugging match, and with B owning the cube at 4 the above position is reached. It is B's roll, he doubles to 8, which would win the match, and of course induces a drop, making the score 15-3 in his favor. Is anything wrong here (aside from the fact that A is way behind)? Yes, plenty. What are A's chances of winning a nineteen-point match from being down 15-3? My mathematically-inclined friends say the odds are astronomical, something approaching 40-1. This figure seems to me too high, so let's cut it in half and make B a 20-1 favorite.

Now determine what A's chances for winning were had he accepted that "untakeable" double to 8. For him to win, his opponent would have to roll a non-double and he would have to produce a double. The odds against his parlay are only 6.2-1, but most importantly if A brings it off he wins the match! Why? Because if B fails to roll a double, A of course turns the cube to 16 and is only a double away from winning the match 19-11. Isn't it better to be approximately a 6-1 underdog than a 20-1 one or more? Of course it is. So all of a sudden this mandatory money drop becomes a mandatory tournament take. The only reason to drop would be to hang in there a little longer, but that would be small compensation for not grabbing your best shot to win the match. I know it's irrelevant but I can't help noting that every big league baseball manager, if he played backgammon, would fold here. All they think about is the crisis at hand. "Just get me by this inning" is their philosophy. They are simply unable to see the whole picture and as a result lose countless games they might have won.

Another situation: you are in a match to seventeen points and lead, 15-13. The next game is complicated, and gradually you forge ahead. It is your turn to roll; you look over the position, like your chances and realize that if you double and he takes, you can win the match in this game. You double, and he decides to accept.

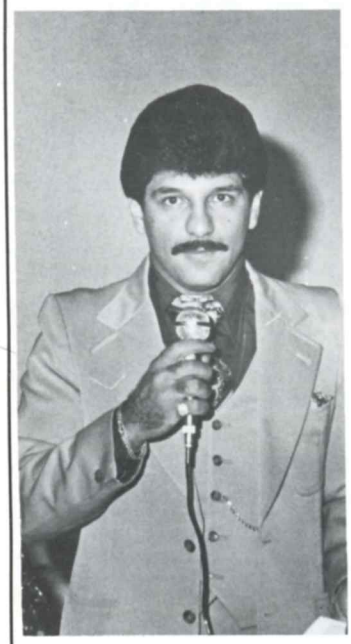
Now something dramatic has occurred even before you toss the dice. No man has been touched, but do you see what has happened? Remember that you are ahead by two big points late in the match. However, by his having accepted your double here *you have actually given up your lead* before you roll! *This match is now tied.* How is this possible? Because unless he is an idiot, your opponent, having accepted to 2, will promptly turn the cube to 4, whatever you roll. He has all to gain and nothing to lose by doing so. This game is therefore for the match, and your lead has vanished.

This could never happen in a money game. Two points can't disappear by themselves. Your opponent might win a gammon at 4 but you would be credited with those two points you already have on paper and be minus six rather than minus eight. In a money game each point has the same value; not so in tournaments. Sometimes a single point is vital, as when the score is 14-14 in a match to 15; in other circumstances it can mean virtually nothing – for example, when you lead 14-12 in a 15-point match with the Crawford Rule game coming up. If you lose this game, a gammon against you is hardly worse than a single game. But don't lose a backgammon!

The two examples I've cited merely scratch the surface in showing the subtleties of the doubler in tournaments. Remember that in any match your only goal is to win it; the amount by which this is accomplished is unimportant. Try to use the cube with this in mind. Be wary of doubling, and especially of redoubling if you have a substantial lead in the match, as B did in the first example, regardless of how far ahead you are in the current game. You don't want to supply leverage for your opponent which he could, use against you.

The more one studies the doubler, especially in tournaments, the more complex it becomes. It remains the single most challenging aspect of the game, and so far nobody has succeeded in mastering all its ramifications. ★★

BACKGAMMON BITS



The backgammon tournament has become an extended family. Players from all over the world see each other several times a year. For many, that's more often than they see members of their own family...FRANK CITRO, man of the hour during apartment complex fire; directed evacuation and provided comfort. Fortunately, he was able to protect his record collection from damage. It would have been a pity to lose it. It is one of the most extensive and clean collections in the country. Frank himself is a noted expert on fifties music.

□ □ □

Rumors, the home of the LVBC is now officially a Western disco. It is called the Country Club and features live music. The urban cowboy thing has really caught on in Las Vegas and some nights it's impossible to find a free board.

□ □ □

Chippendales in Los Angeles, once famous as backgammon action spot, now an all nude male stripper club. Has your wife shown sudden interest in backgammon?

□ □ □

What ever happened to tournament director JOAN AULT? Where does PRINCE OBLENSKY hang out?.. In town, RON BLEIER, London Backgammon Club; BILL BOYD, San Francisco; DAVID LEIBOWITZ; and YO WASAMA director of the Japanese Backgammon Assn. and an accomplished magician... Speaking of the supernatural, magic LOUISE GOLDSMITH in town to finalize Dunes tournament deal, broke the bank.

□ □ □

Additional backgammon tournaments at the LV Sporting House on Wednesdays 9:00 p.m. Regular tournaments still at the Country Club on Sundays 8:30 p.m.

□ □ □



DIRTY SALLY'S Redondo, cancelled Sunday night tournaments due to sinking of the club. Backgammon tables now under eight feet of water.

□ □ □

Computer scientist Berliner has pulled out of Aristotle project. Scottie, formerly the Merit Robot, alias Gammanoid gave poor performance at Turnberry Isle tournament. The grapevine has it that at the heart was the $39.95 Omar.

□ □ □

JIM STERN, Sacramento backgammon star, married in April to SONDRA CURRAN. NETTA ODER off to South Africa. DARRELL MARCUS, MARTY D'ALEXANDER return to Chicago – glad you were here.

□ □ □

LEE GENUD, only woman champion, still seen regularly on the circuit and in the money...Gammons, a new lounge in the Los Angeles, Marriott Hotel. Gammons of Atlanta, out of business. Georgia Backgammon Assn. weekly tournaments now at Easy Street Pub in Buckhead. Miamian, ED GREEN back in Las Vegas. Absent without leave MOZAFAR BEHROOZNIA. Great moments in backgammon – the Pacific Backgammon Assn. makes good on Rascal's Bar rip-off. The Rascal's tournament scandal never materialized because the PBA used its own funds to meet Rascal obligations. An unselfish grand gesture...

VALERIE VALENTINE'S Backgammon Club of Chicago moves its Tuesday and Thursday sessions to Zorine's from Maxim's.





AND FACES



Married on leap year day, BILLY INCARDONA and SHAWN...*Gammon* magazine finally on the news stands. When they said quarterly, they meant four times a decade..CHIP REESE winner of several poker events at the Amarillo Slim Poker Championships in Reno. Big winner, GABE KAPLAN... PUGGY PEARSON has opened his own poker room at Vegas World Hotel...Scrabble tournament in New York drew 1400 participants. Why not backgammon?

□ □ □

Current cop-out; "I don't want to play in any tournaments because if I win, I'll be ineligible for the Amateur Championships.

□ □ □



BACKGAMMON BEAUTY is CAROL GORDON, a native Las Vegan. She enjoys winter skiing and summer sports.

□ □ □

IT PAYS TO PLAY

TOP 10
LAS VEGAS PLAYERS

CLARINE
KAREN WOLFSON
CRAIG CHELLSTORP
CHRIS CAMPBELL
HAROLD SEIF
TONY MANCARI
DAVID HERSHLEDER
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SURE HE'S AN AMATEUR BUT HE TAKES STEROIDS

The American Backgammon Championships' definition of an 'AMATEUR' player, is one who follows the pursuit of backgammon as a pastime, without attaining enough proficiency to reach a professional status.

The definition of an 'AMATEUR' player in past tournaments was to say a player may not have ever won $1000.00 (less entry fees) in any given backgammon tournament.

American Backgammon Championships, Inc., have always adhered to this rule!

However, the eligibility committee feels there are players who have won more than the required amount in a given tournament, but still qualify as an 'AMATEUR' player.

If a player has won more than $1000.00 and still feels he is of the 'AMATEUR' standing, he may then write to the eligibility committee with all pertinent information regarding his tournament winnings.

Any player who might try to by-pass these rules, and have not been given an 'AMATEUR' status by the eligibility committee, will be disqualified.

The eligibility committee includes: Barclay Cooke, Malcolm Davis, Billy Eisenberg, Lyn Goldsmith, Oswald Jacoby, Roger Low, Paul Magriel, Lloyd Merrill, and Alvin Roth.

☆☆

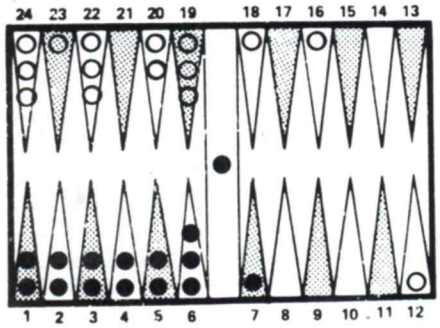
The Amazing



Dear Captain Cube,

The following situation occurred in head to head competition between two very good, evenly matched players. They were nearing the end of a five hour long evening session with the standard 2:00 a.m. quitting time perhaps twenty minutes away.

As player WHITE would probably be the first to admit, he was rolling exceptionally well, while BLACK was having dice rolls at the opposite end of the spectrum. BLACK had been down between 15 and 20 points for at least the past couple of hours. Just after winning a 8 game to reduce his loss to 13 points, the following position occurred:



BLACK on the bar, doubled. WHITE with a "what a horrible double" expression plastered on his face, retorted "I beaver." BLACK, stunned by this, but with much delight sarcastically applauded the wisdom of the beaver. WHITE did not let this remark pass and the recriminations went back and forth with both sides vehement that they were correct.

BLACK then proceeded to roll 6-1 (typical of the way things had gone all evening long) and WHITE promptly recubed to 8 which BLACK, in a small cloud of steam, accepted. WHITE went on to win the game.

I would like your analysis of this position complete with comments on the double, the beaver, the absence of a raccoon, the recube to 8 and its take, leverage, money management, psychology, and any other thing you can think of.

Yours Truly,
Herb Roman

Dear Herb,

Let me start by attempting to answer the following question: With the cube out of play (e.g. match point in a tournament game), who is the favorite?

Let us assume, for the sake of simplicity, that BLACK will win outright 15 of 36 games (any 2, 4-3, 4-5). Consequently, of the remaining 21 games BLACK need only win 3, bringing his total to 18 of 36, to be even money. I estimate BLACK will win slightly more than 3, thus making BLACK a *very* modest favorite.

Let us now introduce a centered cube with the Jacoby Rule applying. We can see these are a significant number of rolls with which BLACK will gammon WHITE, but in order to obtain the entire gammon points, BLACK must, under the Jacoby Rule, double. The introduction of these "new" points increase WHITE'S equity substantially and justify a confident first double.

What of WHITE'S chances? Things are not as bleak as they may first appear. Indeed WHITE must now face the rather unpleasant prospect of being gammoned on a number of occasions, but the frequency with which he gets gammoned is not sufficient to warrant a pass even if BLACK rolls a 2 or 4 (20 way), he does not necessarily gammon WHITE.

For BLACK can (1) miss entirely – 4-1, 4-4, 4-6 (2) list, but fail to pick up a second man (3) pick up 2 men and *still fail* to secure gammon. In this case BLACK'S gammon chances are not 100%. Depending on which men are hit, BLACK will have gammon chances ranging from say 40% to 95%. However, WHITE will still win a small fraction of these games when he hits during the bear-off. Finally WHITE will win 100% of the remaining 16 games whereas BLACK fails to enter as WHITE will re-double and its's *quite clear* BLACK must pass. It goes without saying that it would be folly for WHITE to beaver inasmuch as BLACK is the favorite. Should WHITE beaver, it follows necessarily that BLACK should raccoon.

With the cube in BLACK'S possession, the analysis becomes more complicated. Here several points are worth mentioning. First, BLACK, as in the previous case, doesn't need to turn the cube in order to gammon WHITE with the Jacoby Rule already in force. Second, by re-doubling, BLACK gives up all chances of finishing *any* of the 16 games in which he fails to enter, since WHITE will now re-double and BLACK must pass.

Our task now is to compare the number of points BLACK wins by retaining the cube with the number of points BLACK wins by re-doubling, determining if the difference is enough to swing the decision one way or the other. The enclosed chart reflects those equities. Let us say the participants decide to settle the game (at a stake of $10 a point) *before* BLACK rolls. BLACK'S actual equity, if he re-doubled to 4 would be 28/36 x $10 or = $7.70; if

Continued on pg. 32

The Odds

NUMBER	COMBINATION	WAYS TO MAKE
2		1
3		2
4		3
5		4
6		5
7		6
8		5
9		4
10		3
11		2
12		1

SUBSCRIBER SERVICE

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Return this coupon to:

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BACKGAMMON MAGAZINE
P.O. Box 19567
Las Vegas, Nevada 89119
702-361-3910

SUMMER TOURNAMENTS



DATE	TOURNAMENT	DIRECTOR	LOCATION	SPONSOR or OPERATOR
June 6 - 8	California Open	Sid Jackson (213) 822-2265	Los Angeles, CA	ABPA
June 10 - 15	World Amateur Championship	Louise Goldsmith (212) 486-1489	Las Vegas, NV	Kate Wattson & Dunes Hotel
June 13 - 15	7th Grand Prix of Divonne	Roland B. Jakober 50-49-01-79	France	Casino Divonne
June 21 - 22	Texas Backgammon Tournament	Frank Lichtenstein (713) 680-0646	Houston, TX	Jim Howe
July 1 - 5	Crockfords	Henry McDowell 01-930 2721	London	Coral Casinos
July 3 - 6	Michigan Summer Championships	Bob Ciaffone (313) 642-9616	Bay Valley Inn, MI	Cavendish North
July 7 - 13	Merit World Championship	Lewis Deyong (305) 833-7513	Monte Carlo	Merit SBM

Attention tournament directors: Send extra invitations to the LVBC for distribution to players requesting tournament information.



Delightful Dining. Desert Inn Style.

It is a special summer treat for you and yours at the Desert Inn. The new restaurants have become the talk of the town. Lunch in the Grill Room in the La Promenade has become business persons' favorite. And at night, in the popular Portofino, couples find food and fun while dining above the casino. The ultimate in dining delicacies is found evenings in the world famous Monte Carlo French Restaurant.

Yes, dining is a true delight at the Desert Inn and Country Club.

For reservations call: 733-4444.

GRILL ROOM — In the Country Club on the Desert Inn Golf Course. Breakfast, lunch and bar service from 6:00 a.m. to 3:30 p.m.

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La Promenade — American Continental Cuisine with a view of the pool and gardens. 24 hour dining.

Portofino — Cocktails and Gourmet dining with the lighter touch of Northern Italy. 5:30 p.m. to 1:30 a.m.

Licorice Schtick — At the entrance to La Promenade. Ice Cream, snacks and all kinds of goodies. 10:00 a.m. to 6:00 p.m.

DESERT INN and Country Club

BACKGAMMON IN THE PUBLIC EYE

TELEVISION: *Real People* feature on the hot tub craze showed a good shot of floating bg. game between bathers. *Tomorrow* show feted the new line of Matel home television electronic games. Tom Snyder opened the show with the backgammon cassette and actually made several moves, most of them badly.

FILM: Mission Argyle Productions at Turnberry Isle to film Black & White Scotch Tournament. Producer Ron Weed is planning some kind of series on championship gaming with special interest on Bridge and Backgammon. Associate producer Bobbi Layne is the backgammon connection and Billy Eisenberg is rumored to be the narrator.

MAGAZINE'S: The Magriel legend got another boost in the April issue of *Esquire* magazine. Laurence Shames, the writer, absolutely captures the essence of the man and the game. The accompanying art work is sensational. The final Matthew Granovetter documentation of his trials and tribulations during the Amateur Backgammon Championship appeared in *Popular Bridge.* The Granovetter characters (friends and opponents) are so animated and colorful that we suspect he was suffering from the well-known hallucination commonly called "first time in Las Vegas syndrome". *People* magazine tells us that Henry Ford and his lady, Kathleen DuRoss, idle sweet days away playing backgammon. Current issue of the *North Shore* magazine recounts Puerto Rico tournament trip by Chicagoans Ida Weil and Marcia Feinstein. Ida Weil is quoted as saying "I would rather play the best male players than a mediocre woman. Ladies are very emotional."

NEWSPAPERS: Roger Dionne strikes again with a beautifully written story about the Turnberry Isle tournament. The layout included a high society photo of Mr. & Mrs. Alan Lorenz with Anna Lee Grinda. There is now someone called James Sevbert who is syndicated by the Copley News Service. Is he really a backgammon authority? Of course, the Times-Mirror syndicate continues to syndicate the Alfred Sheinwold backgammon columns. Meanwhile, add to that list the regional newspaper columns: Robertie in Boston, Barr in Seattle, Kloian in Michigan, Nathan in Buffalo, Martin in Florida and Magriel in New York. Michigan newspapers made the most interesting reading. American Backgammon Club member and remedial math teacher, Eileen Roths is using backgammon as an learning aide. The boards were made by the science classes using file folders, paper towel rollers and masking tape. Ms. Roths even built a backgammon board for a blind student out of egg cartons. Michael Kloian should be congratulated on one of the finest public relations triumphs for backgammon. A 'wet behind the ears' reporter for the *Courier-Journal* in Indiana ruined an otherwise fine piece on Larry Strasberg's 4th Annual Bluegrass Regional Tournament. The Louisville Backgammon Club event was a huge success. But, this reporter was hung up on the calcutta angle. He even went as far as to call the county prosecutor for an opinion. No wonder people rely on television for their news. What did the Duke of Windsor do to idle away the hours after he gave up the throne of England to marry Mrs. Simpson? Why, played backgammon of course. A new book, *Windsor Story,* by Bryan and Murphy tells us so and presents a marvelous picture of the ex-king contemplating his board.

BILLBOARDS & ADVERTISING: National Airlines backgammons aboard. Kahlua sees backgammon as a good prop for Black Russian. Don't you love the Pacific Backgammon Association bumper stickers? Backgammon lovers do it in a chouette.

☆☆



Glitterati Gather

The Gucci set gathered at the posh Eldorado Hotel in Reno for a social rite they call a backgammon tournament. They came by private jet and chauffeured half-block long limousines; they came with oodles of suede trimmed luggage and shiny new skis. It was a who's who orgy: the Lord Manny of Delis; the Marquee de Papazian, the Duke and Dutchess Springer, his highness Magriel, O. Martin Esquire, the Sultan Seif, Swami Anand, Senor Toros, Dr. K, texas oil tycoon Wheeler, champion of champions Leibowitz, Pedro Del Simone, Sir Boyd and that Pasha Ryan.

The invitation was marked "special" and only those that fit the bill bothered to show up. It seemed that everywhere you looked you saw either a champion or the famous.

The white tie and tails snack and auction affair was a glittery show. One could hardly hear the auctioneer above the caucophony of jangling Bulgari jewelry.

Host Steve Lehman of the Princepidad de Sparks furnished special attention. Caviar was served for breakfast, of course. Tea and crumpets were partaken promptly each day at four. It was only allowed to snow after sundown. By noon all clouds had to disappear.





at Eldorado ☆☆☆☆

Saturday afternoon held special meaning for those lucky enough to be privately and especially invited to the fancy affair hosted by Paul Mason wines.

Light headed and lilting, the beautiful people whirled into the night. A fleet of long black cars awaited the more adventurous revelers who wished to cap the night with a trip to the Mustang Mansion. There the gracious Madame Lulu greeted the late celebrants with midnight madness.

The tournament complete, the tribe gathered to toast (Chateau Lafite) the champion. The star studded awards ceremony was filmed by no less than two networks. The winner was presented with an original sculpture by noted artist and space cadet, Donovan Middlearth. The abstract trophy depicts the undeniable relationship between pips, the cube and black holes in outer space.

As an added treat, the champion squared off against adorable Carl the Gammorhoid robot. They played a few hands of pinochle and the machine went home with the money.

What a tournament! What a pleasure to be surrounded by people of our own ilk and have a smashing time!

The parade of glamour left onlookers agog and aghast.

Where to next, beautiful people? Monte Carlo? St. Moritz? Mykonos?

****Tournament results on page 25.*



backgammon across america



Eldorado/Reno Backgammon Classic

The finals of the Eldorado tournament were a backgammon enthusiast's dream come true. The number one scientific player in the world, Paul Magriel, off against the greatest natural player, Chuck Papazian. The three nine point matches could hardly have been more exciting. The brawl came down to one match each and eight to eight in the last round. The technician won.

TOURNAMENT RESULTS

CHAMPIONSHIP
1. Paul Magriel – (New York)
2. Chuck Papazian – (San Fran)
3. Dennis Stone –(Los Angeles)
3. Bill Arkin (Woodland Hills)

CONSOLATION
1. Billy Eisenberg – (Los Angeles)
2. Tom Wheeler – (Dallas)



INTERMEDIATE
Zim Alyosha

BEGINNERS
Pete Del Simone

DOUBLES
1. Shimabokuro / Jones
2. Anand / Ballard

SUPER CONSOLATION
Howard Markowitz – (Chicago)

Overlake Bellringer Hosts Invitational



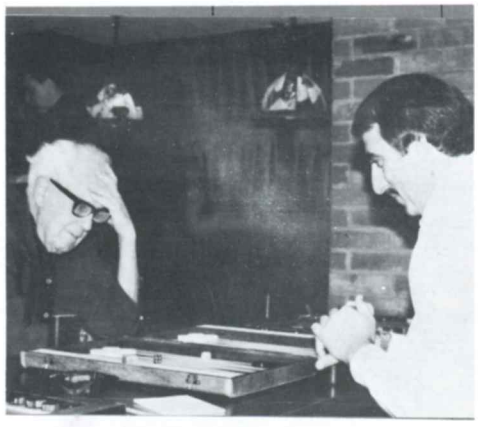


The Overlake Bellringer in Dallas, owned and operated by Ed Murph held its second Invitational Tournament with much success. Twenty-five players entered, including the Jacobys-Oswald, Mary Zita, and Jim. The entry fee was $100.00 with all entry monies returned to the players in prizes.

Final results after more than nine hours of play were:

1st – Dick Cather
2nd – Jim Farha
3rd – Vivian Levy
4th – Ron Talley

The tournament was organized and conducted by Jack McKenzie, and the Bellringer plans to make it a regular event. An interesting event during the tournament was a "blind" game played by World Bridge Champion Bob Hammond. Bob beat Burviell Shaw without once looking at the board. The Bellringer hosts a weekly tournament every Sunday at 9525 Overlake (350-3988).





B&WS/NEBC/BSO Championships

The Lewis Deyong – Black & White tournament team likes to point to the Boston Symphony Benefit backgammon affair with pride and joy. It is a tournament that everyone clamors to enter and it receives oodles of publicity. The sponsor looks good, the symphony gets free money and the director gets to coast because the New England Backgammon Club does all the work. Francesca Parkinson works year round to make this event the quintessential tournament and it shows. Of course, many claim that the tournament is in fact the Mel Drapkin benefit because he has placed in the money every year since its inception. And every year it has been a huge success thanks to Mrs. Parkinson and the special attention she gives to all. Black and White should be proud and feel lucky. After all, how often do you get a twenty two year old girl that looks like a model winning a tournament. That's good advertising copy!

The winners: 1st – Leslie Stone (NY), 2nd Mel Drapkin (BOST.), 3rd – Todd Vander Pluym (LA) 3rd – Al Hodis (NY).

Consolation: 1st – Bill Bartholomow (ATL.), 2nd – Mike Sankowitz (NY), 3rd – Jim Michael (MINN.), 3rd – Lee Genud (NY).

Plymouth Michigan Booming Backgammon Town

Plymouth is the home of the American Backgammon Club directed by Micheal Kloian. The tournament schedule is so full that it looks like a calendar of religious holidays. As an additional means of promoting the game, the club sponsors a weekly column in *The Observer Eccentric* newspaper. The recent Grand Championships and Awards Dinner proved to be a huge success. The top players feted were Ralph Welb and Scottie Flora. Club activities include round robin tournaments and continuing Ladder Competition Play.

Connecticut Backgammon Society

The CBS announces a new tournament site, Gene's Restaurant – 37 South Main, Naugatuck, CT. (729-8082). Director Rob Roy (203) 755-9749 publishes the CCB Magazine ($4 a year) and runs the Swiss System tournaments. The CBS is part of the new Connecticut Chess and Backgammon group. The organization also holds semi-weekly chess tournaments. Current leader in backgammon master points is Rene Dupre with an expert rating.

Dallas Backgammon Association Growing

Twenty-four hour backgammon has happened in Dallas. The new home of the DBA is Dusty's Ranch House – 7050 Greenville Avenue, Dallas (369-2137) and they are open around the clock. Tournaments are held on Tuesday evenings and consist of two divisions.

Association members also gather at Cantu's Corner at 2817 Greenville Avenue, Dallas, for chouetting and open play. Cantu and Roy run a neat pub and backgammon establishment replete with a backgammon boutique. Taffie Norris is the DBA director and is working hard to swing backgammon back to the good old Pawn Shop glory days.

New Orleans Backgammon Announces Changes

Peter Ippolito has taken the director's reins of the NOBC. Founder, Jo Anne Ippolito has retired to an advisory position. The club has moved to new headquarters at Brother's – 6208 Elysian Fields, New Orleans, LA 70122 (504) 282-9486. Tournaments are held every Wednesday; Friday is doubles night.

The New Orlean's club, at its former location, was the innovator of bar height boards. They have found that bar stool seating and across the bar play works well. It creates a better integration between the host club and the backgammon players. Mr. Ippolito plans new innovations in the future.

MGM Reno – Western Open

MGM RENO –

A small but powerful group gathered at the MGM for Les and Sue Boyd's Western Open. The auctioneer was Gino Scalamandre. The winners were: Open 1st – Alan Martin, 2nd – David Leibowitz; Consolation 1st – Todd Vander Pluym, 2nd – Wayne McClintock; Doubles 1st – Monro/Vander Pluym, 2nd – Ashley/Duchamp.

across america

4TH ANNUAL BLUE GRASS REGIONAL

Larry Strasberg's Louisville Backgammon Club has done it again. Nearly 300 participants enjoyed the Blue Grass Backgammon weekend (March 7, 8, 9). These are the results:

CHAMPION EVENT
1. Jim Gibbs – (Chicago)
2. Bernie Pygon – (Chicago)

INTERMEDIATE
Wayne Smith – (Kentucky)

BEGINNERS
Mike Flaherty – (Louisville)

CONSOLATION
Orrill Martin – (Florida)

LAST CHANCE
Jerry Ungan – (Cincinnatti)

. . . and Europe

PERRY RECOVERING NICELY

Robert Perry director of the Merit European Backgammon Championship is back following some serious work on his heart. Tournament backgammon under the direction of Perry is continuing with a promising increase in the future. Meanwhile, his restaurant in Monte Carlo is still the place to be in Monaco. Flashmans is the name of the restaurant and you can find nearly everyone there during the Monte Carlo championship.

MADRID RESULTS

Merit European Championship of Backgammon held in the Hotel Ritz. Director Lewis Deyong, associate director James Ballie'. Championship flight (total players 88). 1st place winner – C. Martin. Consolation winner – A. Ciboldi.

CRANS MONTANA RESULTS

4th Gran Prix of Backgammon held in the Hotel Golf. Director Roland B. Jakober. Championship flight (total players 60). 1st place winner – Bigler. Consolation winner – F. Narboni.

PARIS RESULTS

Merit European Championship of Backgammon held in the Hotel George V. Director Robert Perry. Championship flight (total players 122). 1st place winner – Erdeniz. Consolation winner – M. Baquiche.

ST. MORITZ RESULTS

Backgammon Tournament held in the Palace Hotel. Director Robert Perry and James Ballie'. Champion flight (total players 32). 1st place winner – Ulug. Consolation winner Ishaak.

MILAN RESULTS

Gran Prix of Backgammon in the Brera Bridge Club. Director James Ballie'. Championship flight (total players 36). 1st place winner – G. Falcomer. Consolation winner – G Balsamo.

FLINT HOLDS LOGO CONTEST

Michelle Palmer swept the Flint Backgammon Club logo contest with her outstanding design. Twelve designs were voted upon and the Palmer logo received 84% of the votes. Here is a preliminary sketch.

FLINT AREA 642 BACKGAMMON CLUB

THE LAS VEGAS SPORTING HOUSE
3025 INDUSTRIAL
Phone:
733-8999



I know Daddy missed one little piggy . . . but, tonight is backgammon night at the club and Daddy is in a hurry to huff and puff and blow the chouette down.



Dunes

HOTEL AND COUNTRY CLUB LAS VEGAS



Blackjack Championships

June 10-15, 1980

Championship Division
Entry Fee: $500.00*
$250,000.00 in Cash Prizes

In the Championship Division, entries are limited to 490 players, and will be accepted on first come, first served basis.

Registration closes at 1 P.M. Wed., June 11th. Pre-registered players will be replaced if they don't complete registration in Las Vegas by 1 P.M.

There will be 70 tables of 7 players, each starting at various times. Players showing up late will be replaced and will forfeit their entry fee. *Be on time!*

The preliminary rounds begin with players buying $500.00 in special Dune's chips. **No additional Buy-ins are allowed during the round!** All maindraw rounds will be played for two hours and 45 minutes, with two scheduled breaks.

All winnings during tournament play are retained by the players!

Minimum bet $5.00, and maximum bet $500.00, except in the final rounds. The player with most amount of money at the end of play is declared the winner.

The first round winners ,70 players, win at least $1,000.00 of prize money in addition to their table winnings, and advance to the second round.

PRIZE STRUCTURE

	Championship Limited to 490 Players	Beginner
	$100,000.00	**$21,000.00**
	20,000.00	5,600.00
3-7th	5,000.00 ea.	1,000.00 ea.
8-21st	2,000.00 ea.	—
22-80th	1,000.00 ea.	—

SPECIAL PRIZES

Early Bird	10,000.00	2,100.00
Hotel	5,000.00	2,100.00
Women's	3,000.00	2,100.00
Wed. Starters	—	2,100.00
Total	**$ 250,000.00***	**$40,000.00**

*If less than 490 players enter the Blackjack tournament the prize pool will be $10,000.00 + $500 per player.

Beginners Blackjack Tournament

Entry Fee: $40*
$40,000.00 in Cash Prizes

The Beginner Blackjack Tournament has been designed as a low entry fee tournament for the recreational player.

Professional blackjack players are ineligible.

The first rounds begin with players buying $250.00 in special Dune's chips. **No additional buy-ins are allowed during the round!** All rounds will be played for 45 minutes, with one scheduled break. **All winnings during tournament play are retained by the players.** Minimum bet $5.00, maximum bet, $500.00. The player with the most amount of money at the end of the 45 minutes of play will be declared the winner of the table.

Players who lose, may re-enter the tournament for an additional $50.00

SPECIAL ROOM RATE

(When staying 5 nights)
June 10-15, 1980 $195.00 (plus 6%
6 DAYS, 5 NIGHTS (Tues.-Sun.)
From N.Y. or Miami including Airfare
$390 per person double occupancy
(single occupancy $75 extra)
Rooms are limited.

Women's Tournament

Entry Fee: $50.
$5,000.00 Winner Take All

Registration for the womens tournament will be in Las Vegas, and close at 5 P.M. Tues. This tournament will be run with the same format as the Beginners Tournament, except no re-entries will be allowed.

Cards will be dealt from a shoe in all tournaments. All Blackjack entrants must be 21 years of age or older.

*If mailed by May 19, 1980

ENTRY FORM

Player _____

Address _____

_____
CITY STATE

Telephone _____

Social Security # _____

☐ Here is my check for $ _____ payable to **American Backgammon Championships.**
Charge my Master Charge☐ Visa☐
Account # _____
Name _____ Exp Date _____
Amount _____ Signature _____

Mail your entry form with registration fees to
American Backgammon Championships
Suite 1006,
575 Madison Avenue
N.Y. N.Y. 10022 (212)486-1489

Check appropriate box or boxes:
☐ Blackjack Championship ($25 reg. fee)
☐ Beginner/Blackjack ($40 full payment)
☐ Room TUES.-SUN. ($206.70)
Single or double occupancy
Name of 2nd person in room _____
$25 cancellation charge.
Send **full** *room payment with entry form.*

SPECIAL ROOM RATE
June 10-15, 1980 $195.00 (plus 6% tax)
6 DAYS, 5 NIGHTS (Tues.-Sun.)
From N.Y. or Miami including Airfare
$390 per person double occupancy
(single occupancy $75 extra)
Rooms are limited

Hotel Rooms All rooms at the Dunes should be reserved through American Backgammon Championships. The rate for 6 days and 5 nights is $195 per room plus $11.70 tax. If a player wishes to remain fewer days the price will remain the same. **Room payment should be included with your entry form.** Only players reserving their rooms through American Backgammon Championships will be eligible for the Hotel Prize.
Those players coming from either N.Y. or Miami should send $390 for airfare and room (double occupancy), if they wish to book air through American Backgammon Championships.
Each year we have run out of rooms so book early. The Dunes will confirm al Hotel rooms.

Registration fee, mail by May 19,
Balance June 10-13, (Cash Only)

OR

Pay by cash when registering
at the Dunes Hotel in Las Vegas

For additional information write or call:
American backgammon Championships, Inc.
575 Madison Ave., N.Y., N.Y. 10022
(212) 486-1489

BOOK REVIEW

THOSE FABULOUS BOOKS
by Frank Petty

I feel it's important that beginning backgammon players are not misled by a critical viewpoint of a backgammon book which states this backgammon book is better than that backgammon book. Although this type of analysis is usually good for readers, it just doesn't apply to backgammon books and its readers. First, it's much easier to criticize a book than to write one.

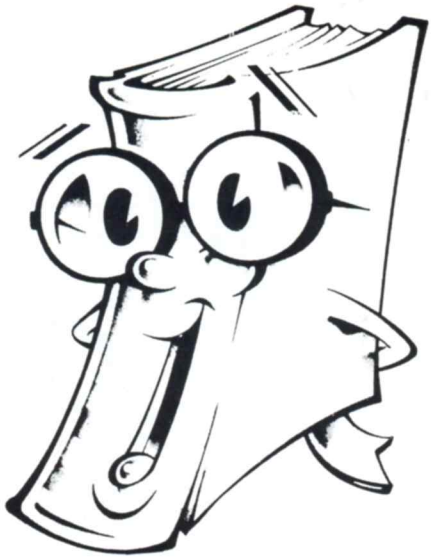
This is the advice I give the members of the Beginners' Backgammon Association: there's no such thing as a bad backgammon book. Backgammon is a game for high achievers, which has outlived generations, regardless of the complex considerations required to win. It's very easy to play backgammon, but it's very difficult to adjust one's style to play against a beginner, intermediate, accomplished or expert player. They all play differently and one must learn how to use different tactics to win. Bad luck and high cubes can destroy the "best". Backgammon is too vast for any one person to claim all and for any one author to put on paper; thus the best written approach should be sectional. You as a reader should know why you are attracted to backgammon and what you expect to get from this most prestigious game, then study and play accordingly.

The best approach to learn how to play well is to find and hire an expert instructor; it could save you hundreds of dollars. The second best approach is to buy every book about backgammon regardless how silly it looks; sometimes a silly tactic is just what you may need to win. Never speed read a backgammon book – "study in detail" – and extract the *wisdom* within and build on it; sometimes this wisdom is not obvious, but if you *think* whilst you read, you'll find it. To pay less than $100.00 for a backgammon book is a steal because you are almost assured of profiting hundreds of times over the cost of the book, only if you use the knowledge learned from the backgammon book.

Personally, I've never studied a bad backgammon book. I study every word, phrase or concept in detail for its hidden meaning, because I know I'm going to make a thousand times the price I paid for the book. I see absolutely no difference in value between Mr. Becker's *Backgammon for Blood* and Mr. Magriel's *Backgammon;* these are both excellent books with different insights. How many times has someone tried to explain something to you and you didn't get it and then someone else tried and you said, "Oh, that's easy, I should have understood it the first time". Well, it's the same way with backgammon because of its vastness.

Everyone has a learning/understanding level and not every author can guarantee that he will penetrate your learning/understanding level, so you must protect yourself and buy every backgammon book available to get another honest opinion. Who says repetition is terrible – nonsense. Repetition is good for learning; you need this type of training to advance your skills. If you're in a bookstore and you see five beginning books, don't be a sucker and buy one, buy all five books for extra assuredness. All of my private and public students must be prepared to buy $100.00 worth of books from the following areas: Self-Improvement, Psychology, Gambling, Business, and Games.

I think critics are important, but you as a reader of a critical viewpoint must have the proper perspective for books and its values. To date, I've read well over one hundred and fifty books from the above areas, and I have learned something positive and new from each. ☆☆



The Clermont Book
by David Dor-El, Winchester Press

Beginners beware!

Most beginners leafing through the first chapter, titled "Mathematical Information," will immediately seek a simpler game.

Chess.

Or Go.

Tables, charts, and numbers abound. Magriel would have whimpered and taken up knitting instead of backgammon. Cooke would never have left Yankee Stadium. This chapter would scare the socks off a physicist.

The problem is overkill in presentation. Generally, the book is solid and basic; the information that the beginner needs to start playing a reasonable game is here. Unfortunately, Dor-El complicates it.

For example, to figure entry odds for one man, he gives an algebraic formula. He does not stress the numbers 11, 20, 27, 32, and 35, and relate them to the rest of the game. Those are important; the formula merely distracts. The old forest for the trees trick.

Later, in the chapter on doubling, Dor-El creates a full page flow chart for seven point matches. The head swims, the eyes cross. Cooke gave the same information in a couple of clear sentences, to wit, you don't lose much letting your opponent go from odd to even if you drop a double. (With attendant qualifications, of course.) *Continued on pg. 30*

COMMENTARY – STAYING ALIVE

Continued from pg. 7

tournament is in fact worth his while.

The host can't be blamed. He has a business to run. Tournament participants should realize this and be supportive. Plan to have dinner at the host club before the tournament. Buy a round of drinks for your friends. If you stop in during the week, mention to the manager that you were introduced to the club through the backgammon tournaments. Don't forget to tip. The employees have a direct line to the boss and they weary quickly of the extra service backgammon players require. All in all, be a "valued guest."

Tournament directors should be firm and honest. They should tell club members that the host bar or hotel has an investment in the tournament and it must be supported. The pressures of tournament play sometimes makes players unpleasant. Don't tolerate tantrums or rudeness towards the hosts' other guests and employees. Introduce your members to the owner or manager of the host establishment. This creates a friendly atmosphere that is ego rewarding to the host and takes the pressure off of the cash register. Tell your members flat out that if the establishment doesn't do well, it will not keep the tournament.

In Las Vegas, the tournament director and the bar manager have a large bet placed on a particular backgammon member.

This member has played in tournaments for the last five years and has never been observed ordering anything but water. He has never tipped. The bet is that in 1980 he will order at least one drink and/or tip the waitress. It might surprise you to know that the tournament director is the one, who is betting against the member ordering a drink. Who knows better? ☆☆

NOBODY HAS EVER SAID IT BETTER: I

"To me the greatest thrill in life is to play and win. The second greatest is to play and lose."

Nick the Greek

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Reno

FACES & MORE

Nick Maffeo



Why do some communities go crazy for backgammon and produce championship players while others remain backgammon voids? The key to success usually is one untiring, unselfish, enthusiastic promoter who brings the joy of backgammon to everyone he can.

Nick Maffeo has been that kind of a promoter in San Francisco. Most of the fine players coming out of the bay area are products of his work.

Maffeo is director of the Pacific Backgammon Association. The PBA operates and sanctions several tournaments a week in the San Francisco area. They are the best organized and attended events in the country.

Nick has pursued backgammon ever since he hung up his rooks for the better prospect pips. A former chessmaster, he was known to give simultaneous and blindfolded demonstrations.

Shortly after giving up chess, he won the Cat Cay Cup in the Bahamas, the San Francisco Fairmont Championship and the Mexico City Backgammon Open.

Much of his success on the board comes from personal discipline that he has acquired through his strong interest in yoga. He is also a student of metaphysics and philosophy.

Currently, Nick is hard at work as editor of *The Prime*, the excellent publication of the PBA. The PBA is also planning a series of regional championships. If Nick Maffeo is the director, don't miss them! ☆☆

Las Vegas TOURNAMENT RESULTS

DATE	OPEN CLASS	INTERMEDIATE
Jan. 31 (Doubles)	Chris Campbell/Darrell Marcus	
Feb. 3	Clarine	Frank Aldridge
Feb. 10	Karen Wolfson	John Kleinman
Feb. 14 (Doubles)	Dave Ashley/Kevin O'Sullivan	
Feb. 17	Karen Wolfson	Mariann Soulek
Feb. 20	Mike Sherman	Verne Andrews
Feb. 24	Chris Campbell	Bob Jackson
Feb. 27	Darrell Marcus	Cliff King
Feb. 28 (Doubles)	Mike Van Dusen/Dr. K.	
Mar. 2	Clarine	Carlo Kurajica
Mar. 5	Brian Carlson	Verne Andrews
Mar. 9	David Levine	Mike Benenati
Mar. 13	Chris Campbell	Diana Lanni
Mar. 13 (Doubles)	David Hershleder/Diana Lanni	
Mar. 16	Ed Green	Bob Gromek
Mar. 19	Karen Wolfson	Roger Donovan
Mar. 23	Clarine	Chris Romero
Mar. 26	David Eig	Tod Winkler
Mar. 27 (Doubles)	Vartan Sarkissian/David Levine	
Mar. 30	Karen Wolfson	Jim Cooper
Apr. 2	Karen Wolfson	Roger Donovan
Apr. 6	Munchkin	John Kleinman
Apr. 9	Brian Carlson	Dan Cameron
Apr. 10 (Doubles)	Clarine/Dave Ashley	
Apr. 13	Roger Donovan	Gary Benge
April 16	Dave Ashley	Bob Larson
April 20	Clarine	Pat Flynn
April 23	Mike Sherman	Bob Gromek

BOOK REVIEW
by Richard M. Gerace
Continued from pg. 28

The chapter on doubling is worth the bread for the newcomer. Dor-El gives many positions, with good explanations. He clearly differentiates tournament tactics from money tactics. Many authors are muddy here, to the beginner's confusion.

Dor-El's language plods a tad. Not a major fault. Sentences do not sparkle and that stems from his desire to be thorough and clear. Now and then he seems on the verge of defeating himself.

On the whole, *The Clermont Book of Backgammon* is thorough and basic. It is worth adding to a beginner's library, but as a first book it will intimidate most beginners. Also, underlying theory tends to get lost in the welter of specifics, and that is a loss for a beginner. Cooke or Magriel would be nice complements to Dor-El.

One final word on all the tables and charts in the first chapter. The chapter is handy and useful for two reasons. First, all the numbers are in one place for reference. Second, basic as the numbers are, Dor-El elaborates the living hell out of them. A little world almanac of backgammon's basic goodies. ☆☆

THE ROBERTIE MASTER POINT SYSTEM

Nearly every new club faces the problem of keeping a fair master point system. It is an important function of the club to run such a rating system since most players are interested in their current standing and future improvement.

Unlike bridge, backgammon has no centralized records. Many clubs have devised their own systems. The more fortunate ones have managed to sneak onto someone's computer to facilitate record keeping.

For those clubs that don't already have a system in use, we are printing the Robertie Master Point System.

Bill Robertie, the Boston analyst and backgammon columnist, developed this method for the New England Backgammon Club. It is sophisticated enough to take ability into consideration, yet simple enough to be understood.

There are four points of explanation:

(1) A player's total for each tournament is made up of two parts: points that he receives for winning each match (part I on the page) and bonus points for placing well in the final standings (part II). The system handles up to four different levels of ability (Advanced I through Beginners).

(2) To see how this works, suppose you play in the Advanced I section of a 64-player event. You win your first four matches (7, 7, 9, and 11 points), but lose an 11-point match in the semi-finals. From part I, you receive 21 match points (5 each for the 7 and 9 point matches, and 6 for the 11 point match). You receive zero points for the 11 point match you lost. As a bonus, look at the chart for Elimination Tournament (33 - 64 players). On the Advanced I line, a defeated semi-finalist receives 20 bonus points. Your total for the tournament is 21 + 20 = 41 points.

(3) A key point of our system is that it has a definite starting and ending time. We begin accumulating points with our first tournament in September and finish with the season's finale in May, at which point the "New England Champion" is declared. The following September, everyone starts again at zero. This prevents players who've been playing for two or three years to build up insurmountable leads over newcomers, as was the case with Obolensky's system.

(4) Since the points are scaled by levels of ability, there is no problem with players moving up or down a level in the middle of the season. They retain their old points and continue on.

I. POINTS FOR INDIVIDUAL MATCHES:

	MATCH LENGTH				
	5 or less	7 – 9	11 – 13	15 – 17	19 or more
Advanced I	4	5	6	7	8
Advanced II	3	4	5	6	7
Intermediate	2	3	4	5	6
Beginner	1	2	3	4	5

II. BONUS POINTS

ROUND ROBIN TOURNAMENTS

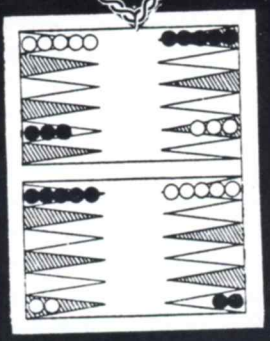
	Preliminaries		Finals							
	1st	2nd	1st	2nd	3rd	4th	5th	6th	7th	8th
Advanced I	8	4	32	28	24	20	16	12	8	4
Advanced II	6	3	24	21	18	15	12	9	6	3
Intermediate	4	2	16	14	12	10	8	6	4	2
Beginner	2	1	8	7	6	5	4	3	2	1

ELIMINATION TOURNAMENT
(up to 32 players)

	1st	2nd	SF	SF	1C	2C	1LC	2LC
Advanced I	25	15	10	10	15	10	10	5
Advanced II	20	12	6	6	12	6	6	3
Intermediate	15	9	4	4	9	4	4	2
Beginner	10	6	3	3	6	3	3	1

Continued on pg. **42**

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THE AMAZING CAPTAIN CUBE

Continued from pg. 18

he holds the cube at 2, 31/36 x $10 or = $8.60. BLACK should not, therefore, re-double WHITE.

This decision is very very close. As you can see varying the percentage estimates only slightly will affect BLACK'S equity and, in turn, his decision. It is suffice to say that BLACK will not go far wrong if at all, should he elect to re-double WHITE.

Finally it should be noted that the percentage figures cited for gammon, regular wins, and losses are ESTIMATES ONLY. Belonging as they do to the subjective and somewhat ethereal realm of what is commonly termed "backgammon judgement", I would venture to suggest that this problem if submitted to 100 of the leading experts in the backgammon world, you would find among them *not a single* instance of precise agreement with respect to these percentage estimates. Nonetheless, I suspect these figures are "in the ball park", so to speak and while estimates might indeed vary, they would not vary so significantly as to turn the basic conclusion upside down. If the survey was done, my guess as to its conclusion would be as follows:

1. Black loses little, ...100% Agreement if anything by re-doubling
2. Black to double from center.100% Agreement
3. White to always take . . . . .100% Agreement
4. White to never beaver. . . . .100% Agreement
5. Black to always raccoon,. . .100% Agreement if white beavers
6. Black not to re-double. . 50-50% Agreement

BLACK REDOUBLES TO 4

Roll	Probability	% Gammons	% Wins	% Losses	Points
any 2	11	80	15	5	+74.8
4 - 3	2	60	35	5	+12.0
4 - 5	2	30	65	5	+ 9.6
4 - 4	1	0	45	55	− 0.4
4 - 6	2	0	40	60	− 1.6
4 - 1	2	0	35	65	− 2.4
fail to enter	16	0	0	100	−64.0

TOTAL POINTS + 28

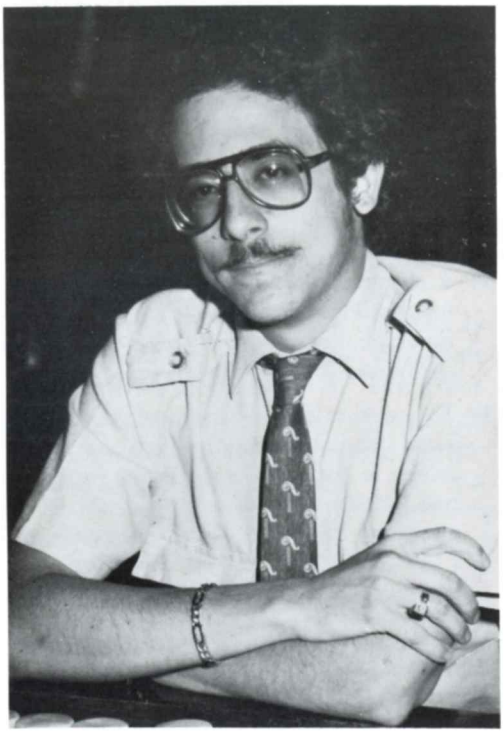
BLACK HOLDS CUBE AT 2

Roll	Probability	% Gammons	% Wins	% Losses	Points
any 2	11	80	15	5	+37.4
4 - 3	2	60	35	5	+ 6.0
4 - 5	2	30	65	5	+ 4.8
4 - 4	1	0	57.5	42.5	+ 3.0
4 - 6	2	0	47.5	52.5	− 0.2
4 - 1	2	0	40	60	− 0.8
fail to enter	16	0	20	80	−19.2

TOTAL POINTS +31

LAS VEGANS THAT PLAY

STEVE HERMAN



"The night I took home a trophy, a bottle of champagne, and 50 bucks for winning the intermediate, I knew backgammon would be as much a part of my life as girls with big smiles and fried zucchini," admits Steve Herman in talking about his latest passion in life.

Steve is known to most people for his broadcasting and writing achievements. Backgammon is just one part of his multi-faceted endeavors. "I hate not being busy; learning something new whether it be a strategy session on cube play or learning how to pull a airplane out of a stall, I can get the same level of intense pleasure out of both."

Intense seems to be Steve's theme in life – he is currently a producer and reporter for Channel 10 television of the Public Broadcasting System. He's also a sports correspondent for UPI Radio, a magazine writer/columnist, and a songwriter.

Steve is in his tenth year as a Las Vegas resident. He left UNLV when he was offered a lucrative radio job not as a disc jockey but as a newsman. "One of my very first assignments for the network was covering the Dunes backgammon tournament. I didn't even have an inkling of how the pieces moved, so you can imagine how smoothly my interviews went with such backgammon afficiendos as George Plimpton, Lucille Ball and Paul Magriel. I kept asking them why successful people like themselves were wasting their time with upside down chess boards!"

By the next Dunes tournament, Steve had found out and wanted to enter the tournament except for the fact that he was sent to the tourney as a reporter again. "It was no longer like being an atheist covering the religious beat," Steve recalls.

Within the next few years, Steve plans to temporarily leave Nevada to work overseas in a news bureau. "I don't care if it's Belgrade or Botswane . . . as long as there is white wine, sweet women and a chouette game," he says with a half serious laugh.

"But I'll be back," he warns, "I want to be the top player in Las Vegas. Considering the competition, I'm going to have to enter a lot of tournaments or wait until the entire open class dies off." ★★

LIMET—Aladdin's New Blackjack

Limet *(lee-met)* is an exciting new game which combines luck, skill, money management and intestinal fortitude. For the first time in a blackjack-type card game, players compete against the house *and* against other players at the same table.

Limet is a time limit game consisting of just 21 hands. You begin with a fixed amount of money (the "buy-in") and cannot introduce new money into the game while it is in progress. You must play with your original amount, which is why money management is so important.

The object is to win more money than the other players at your table during the required 21 hands. Naturally, you keep all the money you win – and if you lead the table you *also* win a sizeable bonus in the form of ante money.

HERE'S THE WAY THE GAME WORKS: All Limet games are limited to 21 hands. Before the cards are dealt, players must "buy-in" with the posted amount (usually from $100 up) and then ante a posted amount (usually about 1/5th of the buy-in).

Play is conducted with special Limet chips. When a game is completed (after 21 hands have been dealt and played) the player with the most money at the Limet table claims all the ante *in addition* to his table winnings.

A digital readout clearly visible to all players counts down the hands remaining as play progresses. Players must keep their chips in plain sight throughout the game so all competitors can easily determine the leading money winners.



In the last few hands players jockey for position so that a large bet on one of the last two or three hands might "win the table," and the ante money.

To make the game fair for all players – regardless of their seat positions – electronically controlled lights rotate from player to player on each hand to indicate which player begins the betting and receives the first card on each deal.

Up to seven players can compete in a game of Limet. After they have taken their seats, cutting or drawing of cards will determine where the betting (and dealing) will start. The player who begins the betting and receives the first card ("First Base") immediately becomes the *last* player to bet and receive cards ("Third Base") on the very next hand.

Players watch the chip piles of other players carefully as the game progresses, trying to position themselves for a run at the leader over the last few hands. Both aggressive and conservative strategies can be successful.

RULES OF LIMET

1. Doubling down is limited to the first two cards dealt and no more than your original bet may be wagered.
2. Any pair may be split. Should a player then draw another of the split cards, he may split them again. However, when aces are split, only one card may be drawn to each ace.
3. The Dealer must stand on 17, hard or soft.
4. Insurance bets are limited to one-half of the player's original bet.
5. Limet (ace plus 10-count card) pays 3 to 2.
6. All ties are a "push."
7. Each player must participate, and bet a minimum of $5 on each hand of play. The maximum bet is equal to the posted table buy-in.
8. Players may play only one hand at a time.
9. Customary hand signals will be used to declare intention to "hit" or "stay."
10. While the Limet game is in progress, all chips must be kept in sight and may not be removed from the surface of the table.
11. Limet chips are non-negotiable and must be turned in to the dealer at the end of each game for regular casino chips.
12. If a player voluntarily withdraws, or leaves his seat and misses a hand during the course of the game, or loses all his Limet chips, or if he cannot make the minimum bet he must drop out of the game, cash in any remaining Limet chips, and forfeit his chance at the ante money.
13. If a player is in violation of the rules, he is eliminated from play, forfeits his chance at the ante money and must leave the table.
14. No communication, either oral or visual, will be permitted between the players and the spectators.
15. Dealers may pay bets in any denomination of chips they deem appropriate.
16. *Insurance bets* must be one-half of bet unless case money. *Double Down bets* must be equal amount unless case money. *Split bets* must be an equal amount.
17. After the 21st and final hand has been dealt and bets paid, the dealer will count down each player at the table to determine the winner.
18. In case of ties:
    A. When two or more players are tied with no money remaining on the table, the house shall deal no-bet, "sudden death" hands to determine the winner.
    B. When two or more players tie with equal amounts of money remaining, three more hands shall be dealt with the minimum betting limit reduced if necessary. If no winner is determined after three hands, "sudden death" hands will be dealt.

NOBODY HAS EVER SAID IT BETTER: II

"The professional is interested in 'vigorish' – the certain edge, the mathematical advantage – and despises hunches, hopes, luck and all 'systems'. The only system he has faith in is the table of probabilities and its ultimate triumph."

Sydney Harris

PUZZLE

ANSWER: *page* 42

Question:

What the Backgammon Players called their new rock group?

(Unscramble the five words – then unscramble the letters in the blocks to get answer)

LOBEDU

AVENHE

LOPPEE

CEINSC

TICCIR

___ ____ and the ____

An Objective Viewpoint

by
Gaby Horowitz & Dr. Bruce Roman

The position illustrated in Diagram 1 occurred in the early rounds of the Championship flight of the 1979 American Backgammon Championships in Las Vegas.

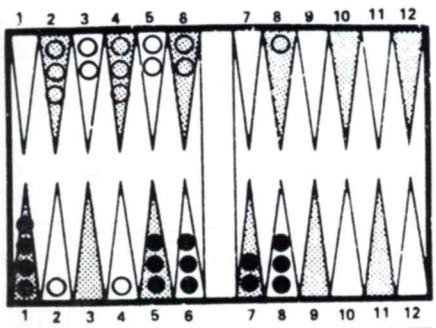


DIAGRAM 1
Black to play 2-1

Gaby was ahead 9-6 in the 11 point match. Mike Senkiewicz, one of the top players of the Mayfair, was moving the white pieces.

Having rolled a 2-1, it seemed correct to reflexively make B4 (Diagram 2). Upon further study, however, this move can be seen to leave one in a most inflexible position.

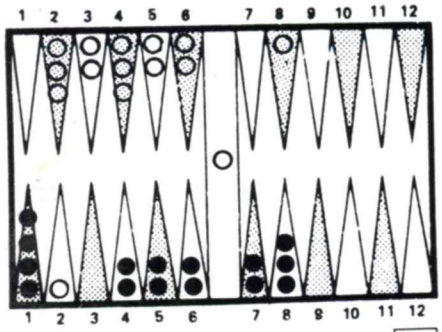


DIAGRAM 2

The main consideration in this position is safety – not speed nor the esthetics of a prime. Black needs only to bring his men in and bear off without any accidents to win the match (he is substantially ahead in the race).

Wouldn't you, as White, like to establish an anchor on the opponent's 2 point from which to wait for shots? Giving White a chance to establish that anchor is taking unnecessary risks. Knowing Mr. Senkiewicz's ability to play the position correctly and leave the man on B2 as long as possible, the chosen move of breaking the bar point (Diagram 3) can be seen to be much safer for the long run. Additionally, this leaves builders poised to either point on the blot on W2 or to pick and pass in an effort to move him forward in the inner board.

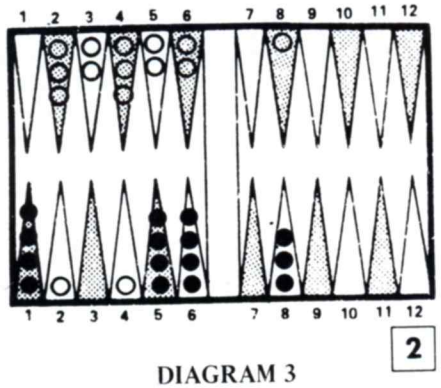


DIAGRAM 3

After Gaby won the match we saw a group of Mayfair players studying a position that Mr. Senkiewicz was showing them. Satisfying our curiosity we discovered that he was showing them the position illustrated in Diagram 1. Characterizing the move of breaking the bar point as hopeless, he was lamenting his "misfortune" of losing to a player, who would make such a terrible move. Perfectly willing to admit his error if the chosen move was incorrect, the position was again studied. Further study, however, only reinforced the observation that breaking the bar point is clearly the indicated play.

When intermediate and weak advanced players have digested the available written material on backgammon and have a desire to further develop their prowess in the game, they turn to the masters and experts for guidance. Mr. Senkiewicz is an expert and his opinion is highly regarded in the backgammon milieu. This is a clear example, however, that not even experts can always remain objective when they are personally and/or emotionally involved in the position under discussion.

The lesson to be learned is that to obtain valid information at least one of the two following conditions must exist:

A) The master or expert analyzing the position is not personally involved in the position being discussed or,

B) He exhibits no adverse emotional involvement that might cloud his objectivity.

This latter condition is as unique for the expert to possess as it is for the student to find.

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Winners & Losers

A WINNER – respects those who are superior to him, and tries to learn something from them;

A LOSER – resents those who are superior to him, and tries to find chinks in their armor.

A WINNER – saves grace with the ability to laugh at himself without demeaning himself;

A LOSER – Privately deprecates himself and therefore cannot publicly afford to laugh at himself.

A WINNER – isn't afraid of losing;

A LOSER – is secretly afraid of winning.

A WINNER – keeps his equilibrium no matter which position he happens to find himself in;

A LOSER – becomes bitter when he's behind, and careless when he's ahead.

A WINNER – appreciates the irony of fate, and the fact that merit is not always rewarded, without becoming cynical;

A LOSER – is cynical without appreciating the irony of fate.

A WINNER – believes that we make our fate by what we do, or fail to do;

A LOSER – believes in "fate".

A WINNER – has a healthy appreciation of his abilities, and a keen awareness of his limitations;

A LOSER – is oblivious both of his true abilities and his true limitations.

A WINNER – hopes for a miracle after everything else has failed;

A LOSER – hopes for a miracle before anything has been tried.

A WINNER – makes a mistake, and says "I was wrong";

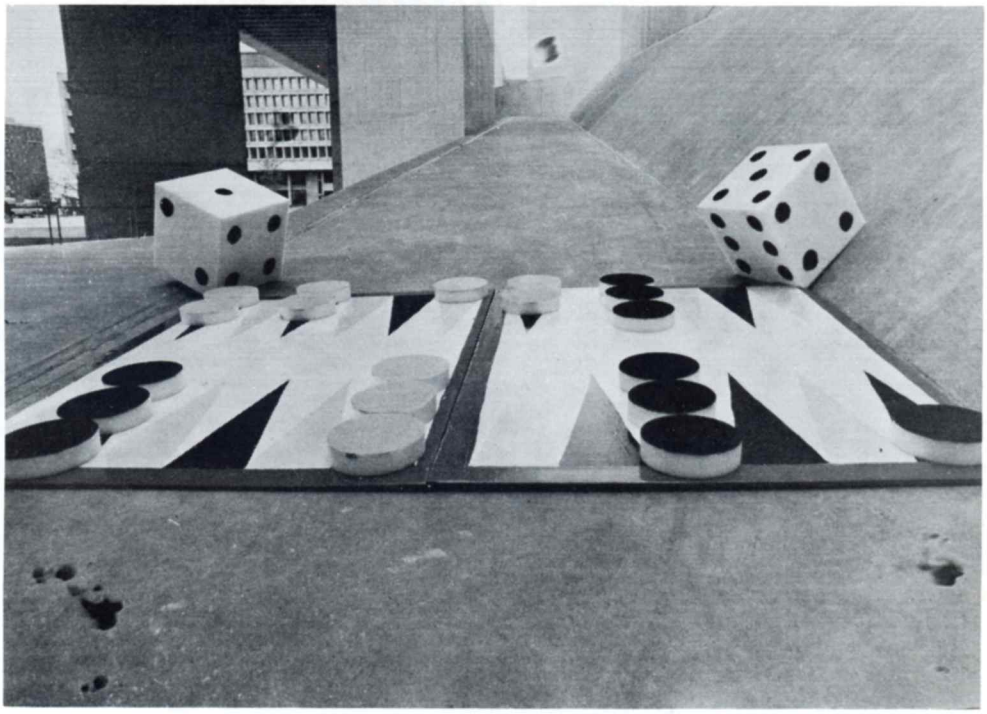
A LOSER – makes a mistake, and says, "It wasn't my fault." ☆☆

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STONE, JAY
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TAYLOR, LINDA
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L.V.B.C.

BIGGER BACKGAMMON



Stuart Calle builds board games as large as you want them. His masterpiece is a 40' x 50' backgammon board that was laid out over a basketball court. The smallest board he sells is 3' x 4'. The pieces are three inches thick and the foam rubber dice are each a cubic foot. Giant requests should be sent to: Pop Art Stable, 132 Round Hill Road, Greenwich, CT 06830.

The famous backgammon board dance floor in Reno is up for grabs. The Magic Factory disco that featured the floor was doubled out of business.

A Newport Beach yachtsman has inlaid a backgammon board on the deck and runs a pips and dice flag up the mast to announce a game. Pieces are moved with a shuffle board stick.

In the offing, Wyoming will be turned into a giant board by famous sixties pop artist.

BACKGAMMON

HOW TO PLAY IN 1 HOUR



FULL listen-&-learn COURSE

This is not an advertisement. It was inevitable that someone would come up with this idea. It is an audio cassette concept for teaching backgammon. The program is narrated by Bill Fox, a backgammon instructor who at one time resided in Los Angeles. He now owns and operates a bridge and backgammon studio in Colorado. We listened to the tape and we found it to move at a comfortable pace and would probably be an excellent tool for a new player, especially if he numbered the pips on his board. The price is $6.95 plus postage and handling. Order from Jim Weaver, Soundmark, 4950-C1 Nome, Denver, Colorado 80239.

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COIN OPERATED BACKGAMMON

Through the use of a mini-computer, the world's first automatic backgammon game is now available. The Gammonmaster, manufactured by Xedar Corp., Boulder, Colo., is capable of playing against any opponent from novice to master. Because of the random "throw of the dice," the opponent is quite capable of winning though the reliable microprocessor does provide for an unerring game.

The game board is displayed on the surface of a cocktail table and the playing pieces are "moved" by Xedar touch switches which incorporate no moving parts. The coin mechanism and electronics are separately enclosed. Playing time is optional, as selected by the operator.

WORDS OF WISDOM

Just for fun, we asked players at a tournament what philosophy governed their game. We wanted to know some secret adage or rule that kept them from going stark crazy during those inevitable backgammon moments when everything goes wrong.

Mostly, we got stern looks and clenched teeth. The rest was just babbling and here it is.

MAGRIEL: Double up to catch up.

GRAND: When you fan on a 1 pt. board, smile or you may roll 6's again.

PIPKIN: Always look ahead and never turn back; unless to pick up your backgammon board.

FEIGENBAUM: Beware of left handed rollers.

WHEELER: Optimism wins.

THURMER: Negative thoughts lose.

McENTIRE: Never double a weaker or stronger opponent.

JONES: Be strong, armed and friendly.

GEDIGIAN: Play for fun and win; play for money you lose.

ANAND: Wow oh gee golly gosh - double first.

DIXIE: Get that cube moving.

EISENBERG: When in doubt - slug it out.

HUFFNER: Throw that cube.

EPSTEIN: Backgammon is a scientific game (ha!).

KHOURY: Goo goo ga ga.

SEIF: You can get more with the cube and a gun than you can with the cube.

RODERICK: After all, it is a dice game.

SPRINGER: Go for the jugular.

VANDER PLUYM: A cube in the hand is just a cube in the hand.

Backgammon Back

PREVENTIVE MAINTENANCE APPROACH

by Dr. M. Julian Raintree

Low back pain can ruin the best backgammon game and you do not have to be a chiropractic physician to know it.

I, myself, when playing backgammon have watched many players squirm, twist, get up to stretch and other assortment of things to make the low back feel better. In every sport, every player prepares his body physically for the game. Before each game most athletes stretch to warm up their muscles. By doing this, they increase the blood supply to the muscles; so why not backgammon players? Preventive maintenance is the answer.

If we build up the low back area with corrective exercies, it diminishes the chance for pain in this area. When sitting, a pressure of 300lbs. is exerted on the disc, but while lying down it is only 30lbs. of pressure per square inch. What we are doing with corrective exercises is strengthening the muscle and taking pressure off the disc.

The best exercises to do which will alleviate back pain while sitting are:

1) Lie flat on your back placing your hands under your buttocks (palms down). Lift your legs 6" high, toes pointed. Start making a figure eight motion. Your legs must move laterally as far as possible. Do a series of three for beginners, then rest. Eventually build up to 15. Remember, do not ever exert yourself. Build up slowly.

2) While lying down flat on your back, take both hands wrapping them around your knee pulling back to your chest as far as you can. Hold to the count of ten. Placing your leg back on the floor, take a deep breath and proceed to do the same with the opposite leg. Repeat three times on each leg.

3) Stand on your feet with your legs about three feet apart. Place your hands behind your head and twist your right elbow towards your left side to the maximum and hold to the count of ten. Repeat in the opposite direction. Start with three times to each side and build to 15.

These are preventive maintenance exercises. They are there to help you. Next month's issue, I will give you more tips on neck and shoulder discomfort. ★★

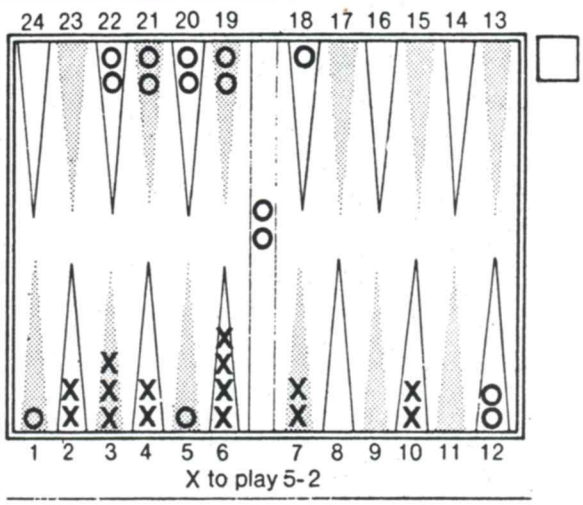
Backgammon: Lowly 1-Point Can Take On Great Importance in Bear-Off

By PAUL MAGRIEL

The Eldorado Backgammon Classic was held recently in Reno. The host for this event was the Las Vegas Backgammon Club. The tournament drew most of the top players from the West Coast. The Las Vegas Backgammon Club, under the direction of Michael Maxaculi, has become the largest and most active regional backgammon organization in the country.

Results in the championship division: Paul Magriel defeated Dennis Stone in the finals; semi-finalists were Charles Papazian and Bill Arkin. Bill Eisenberg overcame Tom Wheeler in the consolation.

Zim Alyosha triumphed over Patrick Maxfield in the intermediate section, and Del Simone won the beginners' section.



•

Stone (X) demonstrated his skillful technique in the diagrammed position taken from his semifinal match against Magriel (O). X has doubled and has an overwhelming advantage. Two of O's men have been hit and are on the bar. In addition, O has two more men exposed on the 5- and 1-points. Thus, X has good prospects of closing O out by completing his home board. O, with four men on the bar, would then almost certainly lose a gammon (double game) and possibly even a backgammon (triple game). X, however, must be careful to avoid being hit during the bear-off — O, with a strong home board, could still win the game.

With the roll of 5-2, X must continue his attack. He has the happy choice of either playing 6/1* 3/1, hitting O and making the 1-point, or 7/5* 10/5, hitting O and making the 5-point. Many players would automatically choose to make the 5-point because the higher points in the home board are usually more valuable than the lower points. Indeed, in the early stages of a game, the 5-point is considered the most valuable point to own, whereas making the 1-point early is often the mark of a beginner.

Furthermore, by making the 5-point, X builds his points in sequence and so creates a prime. As a result, even if O manages to establish the 1-point, he will still be trapped. Nevertheless, as Stone recognized, making the 5-point would be a serious mistake.

Stone correctly played 6/1* 3/1, making the 1-point. He realized that in the final stages of a game, the relative value of the home board points is actually inverted. X's sole concern must be to prepare to bear off safely. Thus, blockading O no longer has any relevance.

•

For a safe bear-off, it is essential to make the 1-point in order to prevent O from doing so. If O is allowed to make the 1-point, then O will have what is called a "well-timed 1-point game." The bear-off will then be surprisingly dangerous. In fact, trial and error have shown that even with the best play, X will be forced to leave a shot almost 90 percent of the time.

With the correct play, O is prevented from making the 1-point but may be able to establish the 5-point. X, however, has little to fear in this case. X should have no trouble bearing his men past the 5-point and off safely. Indeed, as happened in the actual game, even if O rolls a 5 immediately, O is quite unlikely to avert a gammon.

Reprinted from New York Times.

EDITOR'S NOTE: Magriel did not play Dennis Stoned in the finals. He played Papazian. Stone was the semi-finalist with Arkin.

LETTERS



Dear Max & Steve,

In brief let me say "Shalom". Steve and you delivered a most fantastic tournament! Since returning to Northern California I've done considerable surveying of players. The word is professionally done! In good taste! Ran very well! Done with class!

I hope your profits were sufficient to try again. A suggestion: When you try again, before the brochures are printed, let's talk. I got some feedback from novices that could prove highly beneficial.

Martin Miller
Campbell, California

P. S. With such professional management, you can count on my support.

Dear Editor,

I love your magazine. I wish it came out more often. My only complaint is that there are too many articles of a technical nature and not enough human interest stuff. Don't get carried away with figures.

Cynthia Rayburn
Houston, Texas

Dear Sirs,

I am a compulsive backgammon player. My friends are disgusted and won't talk to me anymore. I've lost my house and car, and my wife is running off with a career sanitation man. I need advice.

W. G.
Manhattan, New York

EDITOR'S NOTE: What's the problem? We can't help, if you can't be specific.

Dear Backgammon,

My friends and I enjoy your magazine and usually go over the problem situations together. We don't want to belittle your efforts but the magazine would be a lot more interesting if you had more technical material and less newsy articles. Otherwise, keep up the good work.

Verne Andrews
Land-O-Lakes, Wisconsin

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PERSONAL IMPROVEMENT

Backgammon Bonanza: "Senior citizen 'may' merchandise an esoteric legacy; this concept incubated in the shadow of the apocalypse. Minimum fee a modest $100,000 residuals predicated vis-a-vis on character interview; once negotiated, no exit ramp available. Offer terminates May 15, 1980. State age, sex, phone location. An equal opportunity take a drop. Plus write to I. Beaver, 47 Allen St. Brockton, Mass. 02401."

★★★★★★★★★★★★★★★★★★★★★★★★★

EDITOR'S NOTE: TO ALL THOSE THAT WROTE AND CALLED THE BACKGAMMON MAGAZINE INQUIRING ABOUT THE ABOVE GIBBERISH – WE TRACKED IT DOWN. THE AD APPEARED IN THE *NEW YORK TIMES* AND *WALL STREET JOURNAL*. HUNDREDS OF SIMILAR FLYERS WERE SENT TO BACKGAMMON CLUBS AROUND THE COUNTRY. THE AUTHOR IS A BOSTON PLAYER THAT CLAIMS TO HAVE SOME KIND OF MONEY MAKING IDEA WHICH HE REFUSES TO DISCUSS UNLESS THE MONEY IS UP FIRST. SO, WE DOUBLED SIXED HIM.

BOOKS

We need a copy of a backgammon book authored by Philip Martin. Who has a copy? Call (702, 361-3910.

MONEY SAVERS

Next issue of *Backgammon Magazine* reveals how compulsive backgammon player made an extra $10,000 last year – His wife and kids left him.

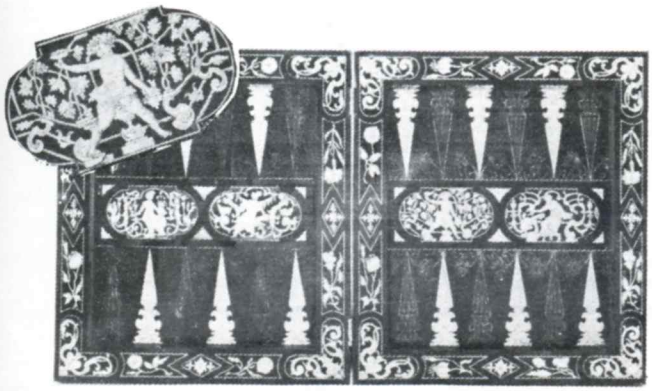
BACKGAMMON BIZ

Everyone knows the usual way to make money from backgammon is to run tournaments or sell equipment. But, one is surprised at how many new ways enterprising promoters are finding. Cruise ships and resorts often hire backgammon directors. Department stores and manufacturers employ demonstrators for in-store promotions. There is a market for private writings on advanced backgammon theories. Teaching backgammon has also become big business. Exclusive private clubs, condominium communities and social groups are being taught to play by teachers for hire.

Frank Petty Jr., director of the Beginner's Backgammon Assn. was signed by Bristol-Myers to teach backgammon to employees wishing to learn. This program is part of the company's efforts to humanize the working experience. Mr. Petty found that high achievers were attracted to backgammon.

The most fascinating make-a-buck angle was developed in Southern California. A smart operator in L. A. has come up with a future earnings contract. The client exchanges a percentage of his win money over $1,000 in the Amateur Backgammon Championships for several instruction seminars. The contract is five pages long and covers such diverse questions as who has the right to use a players's name and likeness in the event he wins. If the student fails to play in the tournament, he then owes a fixed fee for the seminars. It is rumored that last year's champion was a graduate of this "learn to win" clinic. This year the promoter expects to have a full 10% of the participants going for him in the Dunes tournament. How is that for equity? ★★

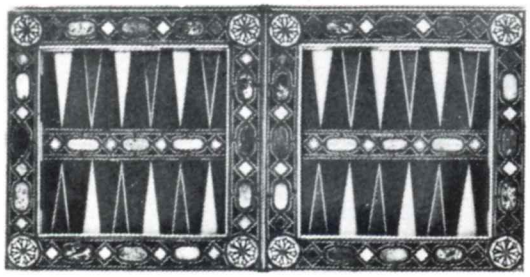
Collectors Move On Game Boards



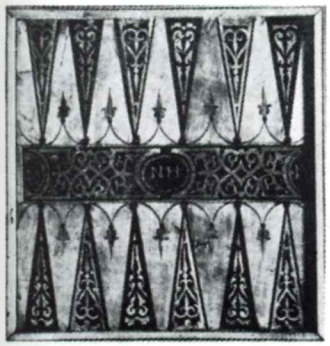
German inlaid ivory and ebony chess and backgammon board, c. 1630, 18¼ in. closed, $29,000. (Detail of center inlay.)

Chess sets and game boards brought total bids of $464,110 to set a world auction record total for any chess set sale at Sotheby Parke Bernet's October auction of the Harbeson collection in New York. The collection, considered to be one of the world's largest, attracted bidders from around the world. Competition was strong for the best items, with prices as much as five to ten times above estimate on some pieces.

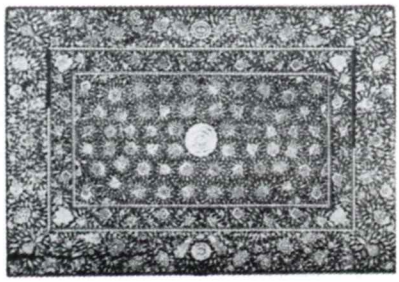
Many of the game boards were reversible and could be used for both chess and backgammon; some of the more interesting backgammon sides are illustrated.



A Spanish inlaid ivory, horn, burrwood and hardstone chess and backgammon board, mid 17th c., 16 1/8 in., $17,000.

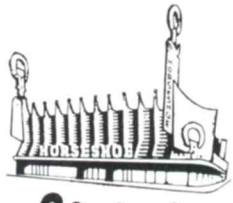


Jacobean inlaid hardwood chess and backgammon board, English, c. 1610, 14¾ in., $2,800.



Indian inlaid ivory chess and backgammon board-form box, underside inlaid with chess board, interior with backgammon board, white and green ivory, 19th c., 22 in. l., $650.

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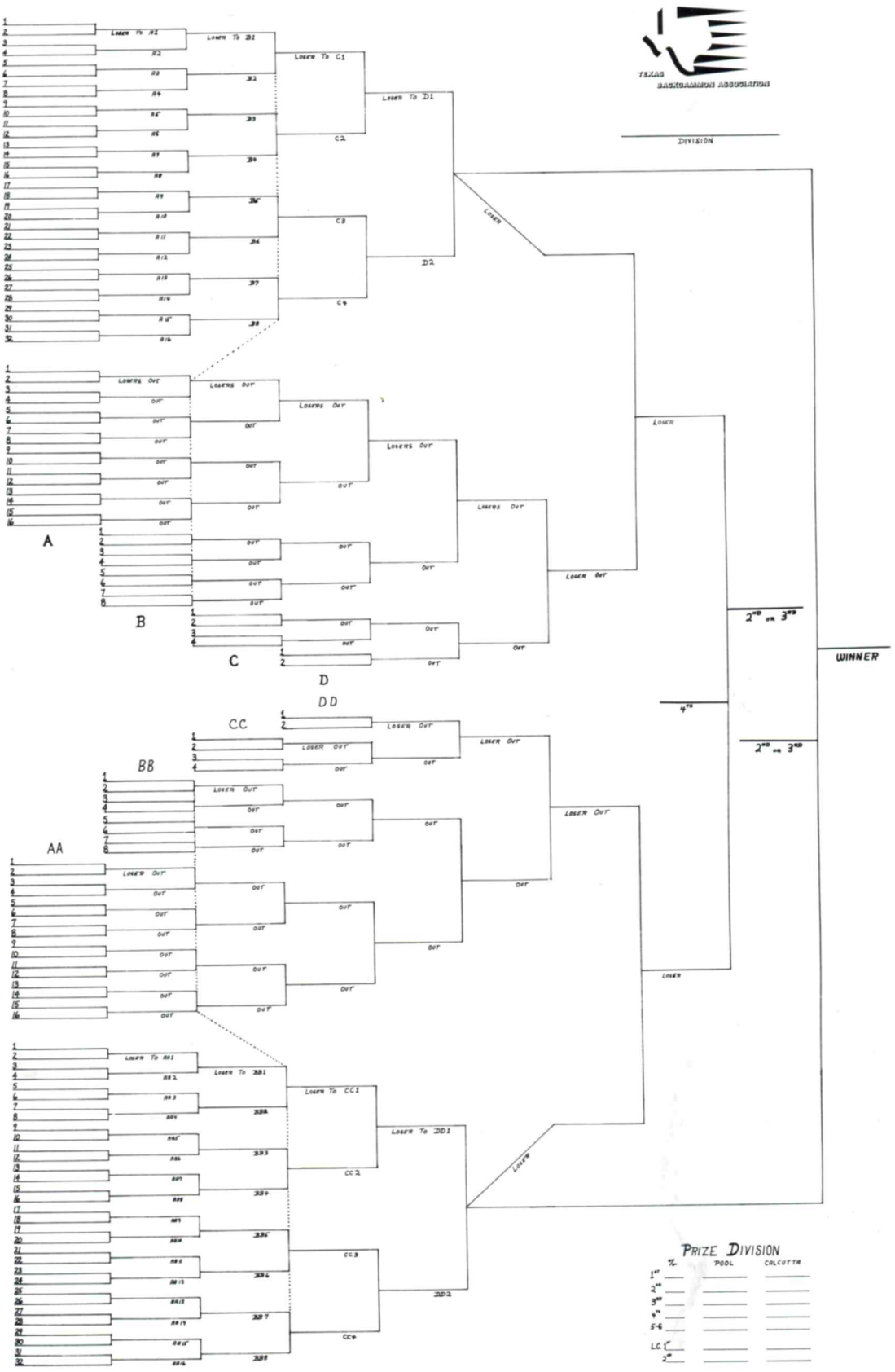
Zip _____

PREVIOUS WINNERS OF WORLD SERIES OF POKER

YEAR	WINNER	#OF PLAYERS	PRIZE MONEY
1970	John Moss	Voted by Peers	— —
1971	John Moss	6	$ 30,000
1972	"Amarillo Slim" Preston	8	80,000
1973	"Puggy" Pearson	13	130,000
1974	John Moss	16	160,000
1975	"Sailor" Roberts	21	210,000
1976	"Texas Dolly" Doyle Brunson	22	220,000
1977	"Texas Dolly" Doyle Brunson	34	340,000
1978	Bobby Baldwin	42	420,000*
1979	Hal Fowler	54	540,000*

*1978 was the first year prize money was distributed between first five finishers.

THE ULTIMATE DRAW SHEET



*Conceived and designed by Jim Howe and Frank Lichtenstein and used in TBA tournaments. Works best in two day format tournaments. One loss doesn't eliminate the player. He is fed back into the main event since consolation is built into the single draw sheet. This unique network allows a player with a loss to still come in as far as 3rd. It maintains a high level of interest and avoids the usual second round let down. –

BACKGAMMON ETIQUETTE

"Good etiquette makes for good backgammon and good fun. Poor etiquette leads to arguments, bad backgammon and no fun at all." OSWALD JACOBY

1. Make all plays very carefully. Use just one hand to move the men. Leave your dice strictly alone until all moves have been made. Don't move two men at the same time.

2. Play ends when you start to pick up your dice. Don't touch the dice until move is completed or you might be forbidden to complete the move.

3. In some complicated positions you may actually move your men with the intention of studying the position. In such cases your opponent should not roll until you start to pick up your dice, but good etiquette also demands that when you make a tentative move you announce that you are thinking it over. If you announce in advance that this move is tentative, your opponent will concentrate on the original position and there will be far less risk of argument.

4. A moved man should be carefully placed squarely on the point in order to avoid later arguments as to his proper location.

5. Shake the dice well on each roll. Hold your hand over the mouth of the dice cup while shaking, but make sure to remove it before the actual roll.

6. It doesn't do a bit of good to bang down your dice cup or throw the dice. The best you can do about your own bad dice is to shake them hard and extra long. It doesn't really do any good, but it isn't bad manners and it does give you a chance to blow off steam and cool down.

7. Conversation should be kept to a minimum, as it may upset an opponent. Kibitzer friends watching the game should not make comments.

8. Backgammon is most enjoyable when played quickly. A game should last between six and eight minutes.

9. When bearing off, do not stack your men in one tall pile. Men that accidently fall back into play cause arguments.

10. Do not rattle your dice when it's not your turn to play.

11. Do not slam the men onto the playing field while making a move.

12. Slide the doubling cube to your opponent. Don't flip, roll or toss it to him.

13. Keep dual scores and compare them often.

14. Keep elbows, drinks, ashtrays and other debris well away from playing area.

15. Breaks should be taken at end of game.

16. Dice changes should be made at end of game. A player should ask for (not grab) opponent's dice and shake all four in one cup. First choice goes to the player not asking for the change.

17. All disputes over direction and color should be amicably resolved by a roll of the dice.

18. Cynicism, ridicule and vulgarities are not part of good backgammon.

19. Good etiquette and common sense dictate that you don't blow smoke into opponents face, engage in overt displays of affection or perform grooming activities during play.

20. Good sportmanship includes settling your obligations promptly.

BACKGAMMON FUN FACTS

DID YOU KNOW THAT:

- Sir Winston Churchill suggested to the admiralty that "Backgammon would be a good game to amuse the sailors. Backgammon is a better game than cards, because it whiles away twenty minutes, whereas cards are a much longer business."
- No one knows who invented the doubling cube.
- Socrates played backgammon not only to entertain himself but to measure the intelligence of his students.
- Lee Genud's *Backgammon Book* is not the only book on backgammon written by a woman. Mary Zita Jacoby has co-authored the *Book of Backgammon*, with husband Oswald.
- Murat Pasha was a Turkish backgammon hero in the 17th century. He played in the Topkapi game room overlooking the Bospouis. He was known as the Champion of Champions having defeated many challengers, including the Persian Grand Master, Talim Han.

NOBODY HAS EVER SAID IT BETTER: III

"There's an aesthetic to the game, a flow. People think the game consists primarily of math – calculating odds and so forth. That's not true. It's essentially a game of patterns, a visual game, like chess. Certain patterns fit together harmoniously, make sense in a way that is nontrivial."

Paul Magriel

THE ROBERTIE MASTER POINT SYSTEM

Continued from pg. 31

ELIMINATION TOURNAMENT
(33 to 64 players)

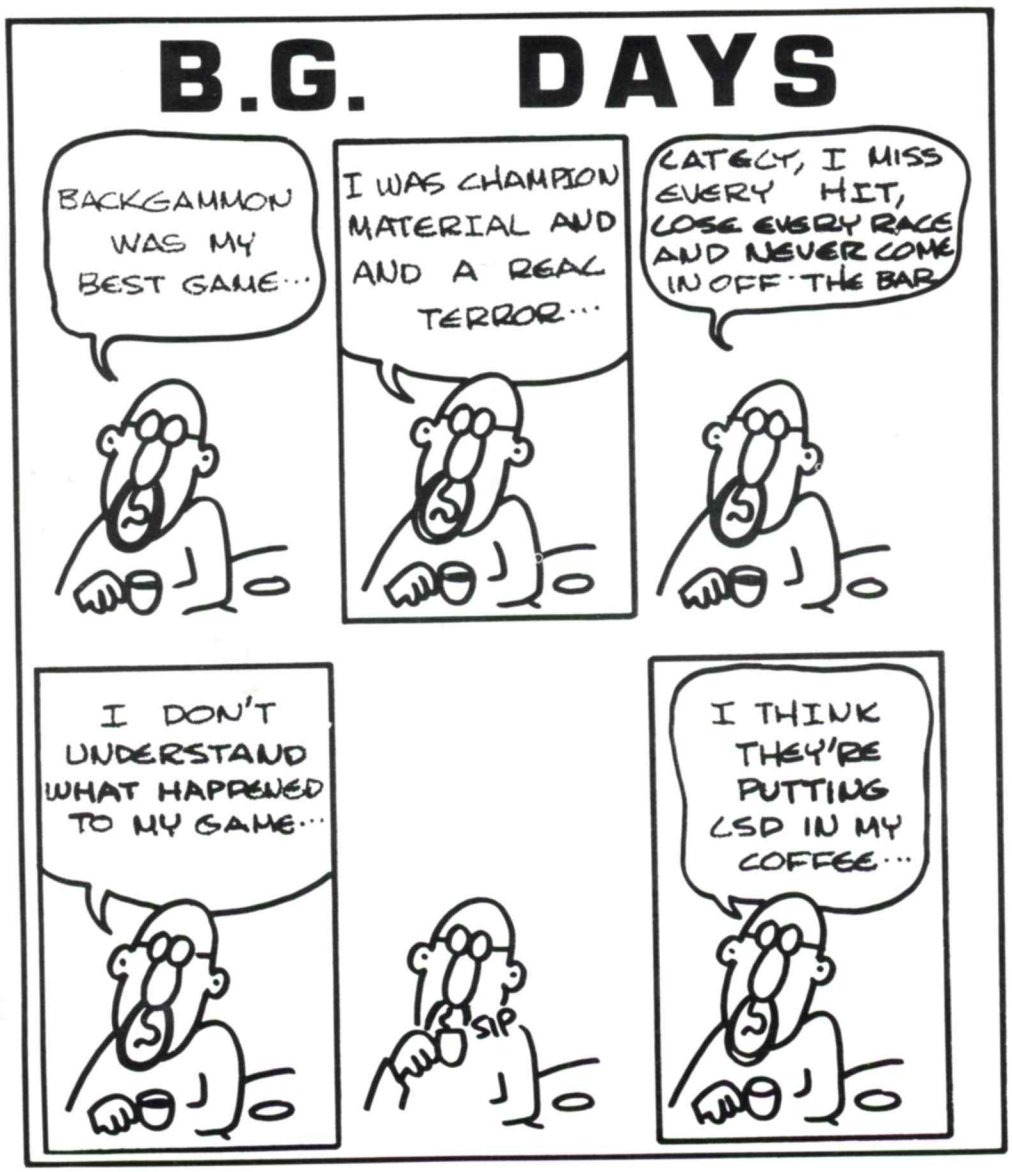
	1st	2nd	SF (2)	QF (4)	1C	2C	SFC (2)	1LC	2LC	SFLC (2)
Advanced I	40	30	20	10	30	20	10	20	10	5
Advanced II	30	20	10	5	20	10	5	10	5	3
Intermediate	20	12	6	3	12	6	3	6	3	2
Beginner	10	6	3	2	6	3	2	3	2	1

ELIMINATION TOURNAMENT
(65 to 128 players)

	1st	2nd	SF (2)	QF (4)	RD (16)	1C	2C	SFC (2)	QFC (4)	1LC	2LC	SFLC (2)	QFLC (4)
Advanced I	60	40	30	20	10	40	30	20	10	30	20	10	5
Advanced II	40	30	20	10	5	30	20	10	5	20	10	5	3
Intermediate	30	20	12	6	3	20	12	6	3	12	6	3	2
Beginner	20	10	6	3	2	10	6	3	2	6	3	2	1

For Doubles Tournament each player would receive the same number of points as he would in a regular tournament.

THE PUZZLE ★★ *ANSWER: "Hot Dice and the Pips"* **(Page 33)**



10 TIPS ON WINNING

by Robert Howayeck

There are many prerequisites to adopting a winning style of play. Let's examine how you can acquire a more productive and successful style of play.

1. OBSERVE successful backgammon players keep a close eye on their cube decisions.
2. PLAY IN CHOUETTES with skillful players and ask questions in critical situations.
3. TEACH the game. Teaching usually reinforces and expands knowledge.
4. PLAY AT A CONSISTENT STAKE. Don't jump from $1 a pt. to $100 a pt. Play what you can afford and no less. Playing for less wastes your time and hurts your game. You make better, more accurate cube decisions at an affordable stake.
5. BE CONSISTENT IN DOUBLING DECISIONS. Just because you are losing, that is no reason to take a bad double. Those points add up. This is a costly method of getting even.
6. PLAY TIGHT not sloppy to catch up. Work hard at playing well when you have a negative score.
7. ADOPT A POSITIVE ATTITUDE against all opponents – good or bad. Your thinking controls your game. Expect to win. Positive thoughts produce positive actions and results.
8. LEARN WHEN TO QUIT. Entering and leaving games is an art in itself.
9. PLAY YOUR BEST. You are a games man playing a cruel game. Your manner should be polite and pleasant. Your tactics should be deadly and effective.
10. DEVELOP A WINNING TECHNIQUE. You can be a strong player with a weak style. How you played the game is not as important as having won. ☆☆

BACKGAMMON TOURNAMENTS

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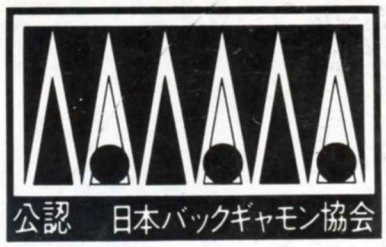
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