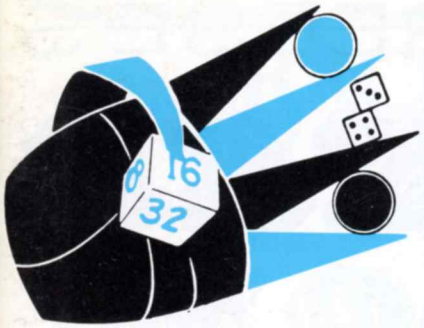
JUNE 1981



U.S. $3.00
Grt. Brtn. 1£
Greece 100 Dr.
France 8 Fr.
Mexico 60 Pesos

LAS VEGAS

BACKGAMMON MAGAZINE

An International Publication

Backgammon's #1 Magazine

NOW IN OUR 6th Year

ELECTRONIC BACKGAMMON

EXPERT PANEL

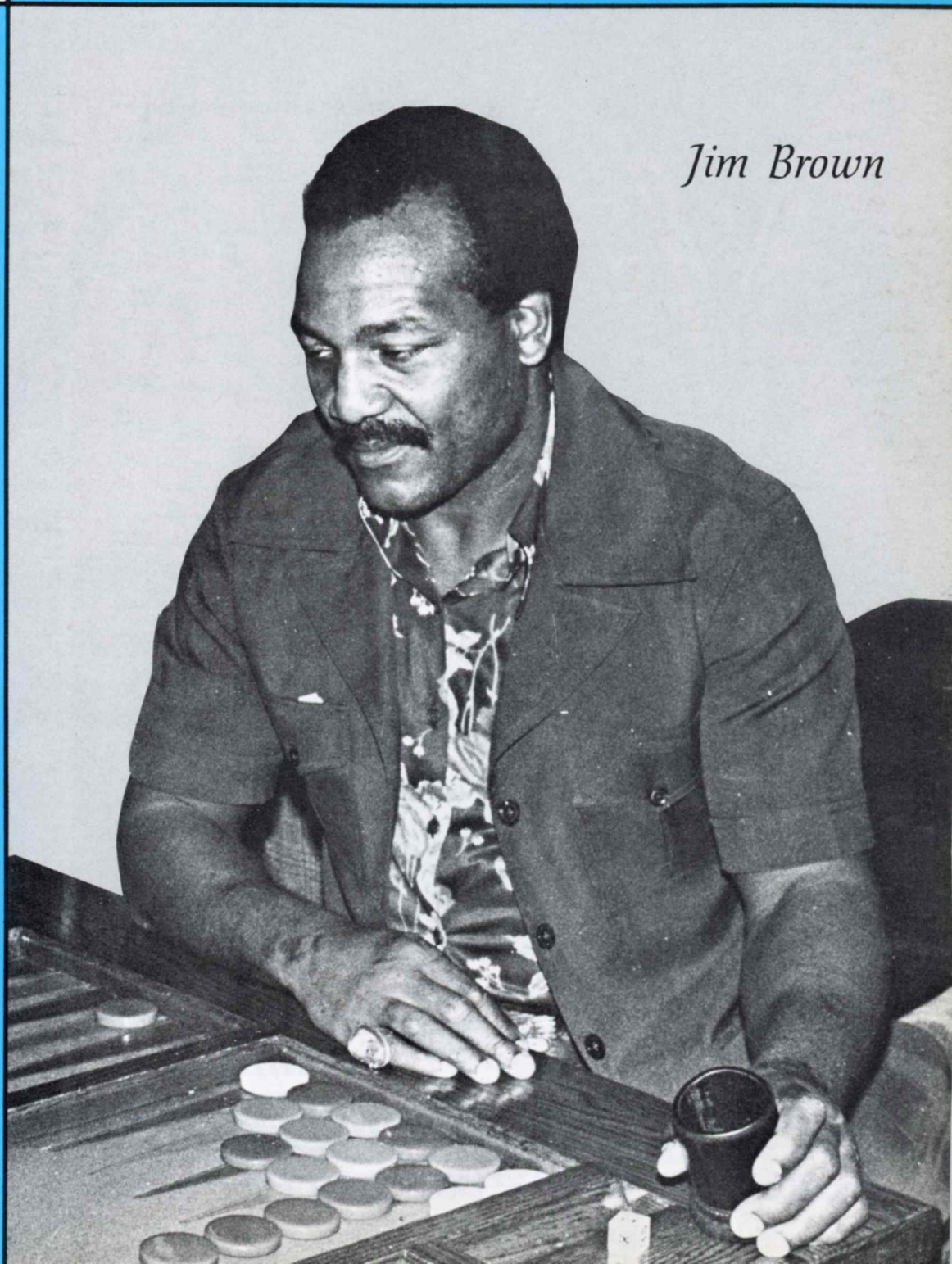
BACKGAMMON BIBLIOGRAPHY

POWER OF A SEVEN-POINT PRIME

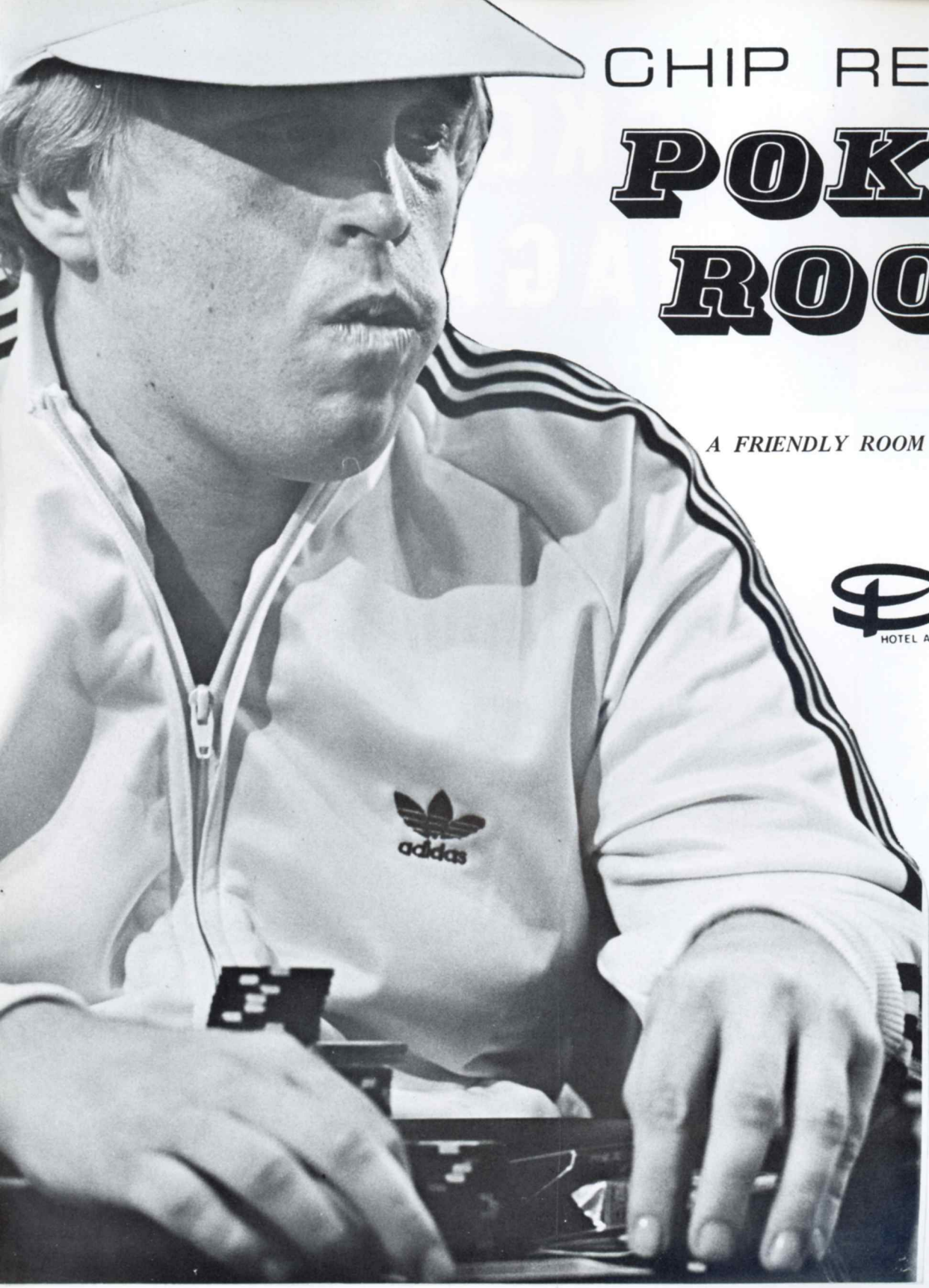
DOUBLE ELIMINATION

SUMMER TOURNAMENTS

VOLUME IX, NO. VI



Jim Brown



CHIP REESE'S
POKER ROOM

A FRIENDLY ROOM WITH A FAIR RAKE

Dunes
HOTEL AND COUNTRY CLUB LAS VEGAS

– Open 24 Hours –

FOR INFORMATION
CALL
(702) 737-4110

*Las Vegas' best action in low and medium stake games too!

PREFERRED BY GAMBLERS IN THE KNOW

*WORLD'S HIGHEST LIMITS**

- HOLD 'EM
- LOW BALL
- SEVEN CARD STUD
- BACKGAMMON
- ALL CARD GAMES

BACKGAMMON AMERICA

ALASKA
Anchorage
Backgammon Assn. of Alaska . . . . . Errol Simmons

ARIZONA
Glendale
*Studio 44 Backgammon Club . . . . . Avi Yeshua
Phoenix
*Phoenix Backgammon Club . . . . . Backgammon Mike

CALIFORNIA
Camarillo
Channel Island Backgammon Club . . . . . Barry Memberg
Encino
Pickwicks Pub . . . . . Pat Gibson
Tiffany's . . . . . Pat Gibson
Whiskey Creek . . . . . Pat Gibson
Fresno
Fresno Backgammon Club . . . . . Bob Gage
Holiday Inn Lounge Club . . . . . James Milner
Lancaster
*Antelope Valley Backgammon Club . . . . . George Photias
Los Angeles
Candy Store . . . . . Rudy Schneider
Cavendish West . . . . . Bobbi Layne
Chippendale's . . . . . Randy Cornfine
Players' Assn. . . . . Sid Jackson
Montebello
Armenian Descent Club . . . . . Boris Kirakissian
Newport Beach
Picassio's . . . . . Pete Peterson
Pacific Grove
Backgammon Central . . . . . Leland Bellet
Sacramento
*River City Backgammon Assn. . . . . Jim Stern
San Diego
*San Diego Backgammon . . . . . Roy Springer
San Francisco
Bar Assn. Backgammon Club . . . . . August Rothchild
Gambit . . . . . Hank Gabriel
*Pacific Backgammon Assn. . . . . Nick Maffeo
San Jose
Campbell Bridge & Backgammon Studio . . . . . Martin Miller
Solana Beach
Bridge & Pips . . . . . Bob Jacobs
Westwood
Monty's . . . . . Ralph Kemper

CANADA
Alberta
*Calgary Backgammon Club . . . . . Wayne Roberts
Brantford
*Brantford Backgammon Club . . . . . Al Cooper
Ontario
*Hamilton Squash Club . . . . . Ernie Geisel
Sarnia, Ontario
*Bluewater Backgammon Club. . . . . Doug Bell
*Whitecourt Backgammon Club . . . . . Bud Ashmore

COLORADO
Aspen
Andre's Club . . . . . Andre Ulrych
Boulder
Rocky Mountain Backgammon Club . . . . . Peggy Lloyd

CONNECTICUT
Waterbury
*Connecticut Backgammon Society . . . . . Rob Roy

FLORIDA
*Clearwater
American Backgammon Assn. . . . . Orrill Martin
Ft. Lauderdale
International Backgammon Assn. . . . . Les Boyd
Lauderdale Backgammon Club . . . . . Alyda Trayner
Jacksonville
*Jacksonville Backgammon Club . . . . . Linda George
Miami
Florida Backgammon Assn. . . . . Larry Schiller
Orlando
Gammoneer's Club . . . . . W. E. Graham
Sarasota
*Backgammon Society of Sarasota . . . . . Louella Taylor

GEORGIA
Albany
Sheraton Inn . . . . . Gary Freeman
Atlanta
*Atlanta/Georgia Backgammon Assn. . . . . Craig Tyndall
Squire Inn . . . . . Craig Tyndall
Augusta
D. W. Frys . . . . . Debi Fry
Studio 7 . . . . . Dan Barnett
Macon
Sheraton Inn . . . . . Gary Freeman
Yesterdays . . . . . John Bailey
Savannah
Craig's . . . . . Bill Forehand, Jr.

HAWAII
Honolulu
*Hawaii Backgammon Players' Assn. . . . . Bernard Bergstein
*Honolulu Backgammon Club . . . . . Dennis Krum
Maui Backgammon Club . . . . . Arnawood Skenderian

ILLINOIS
Carbondale
*Southern Illinois University Backgammon Club . . . . . Jim Gevas
Chicago
*Backgammon Club of Chicago . . . . . Valerie Valentine
Gammon's of Chicago . . . . . Howard Markowitz
The North Club . . . . . Bill Doroshow
*Tuley Park Backgammon Club . . . . . J. A. Miller
Downers Grove
*Pub Club Backgammon . . . . . Jeff Henry
West Chicago
*Pub Club West. . . . . Dave Utermark

INDIANA
Indianapolis
Hoosier Backgammon Club . . . . . Ralph Roberts

IOWA
Cedar Rapids
*Iowa Backgammon Assn. . . . . Tom Owens

KENTUCKY
Frankfort
*Frankfort Backgammon Club . . . . . Michael S. Goddard
Louisville
*Louisville Backgammon Club . . . . . Larry Strasberg
Prospect
Prospect Bridge & Backgammon Club . . . . . Charles Klayer

LOUISIANA
New Orleans
*New Orleans Backgammon Club . . . . . Peter Ippolito
Shreveport
*Shreveport/Bossier Backgammon Assn. . . . . Ed Brister

MARYLAND
Baltimore
*Backgammon Club of Baltimore . . . . . Bob Addison

MASSACHUSETTES
Amherst
*Amherst Backgammon Club . . . . . Scott Mitchell
Brookline
Cavendish Club of Boston . . . . . Sam Hanna
Landsdown
Delaware County Chess & Backgammon Club . . . . . Louis Gnapp
Cambridge
New England Backgammon Club . . . . . Francesca Parkinson
Falmouth
Cape Cod Backgammon Club . . . . . Frances Vallone

MEXICO
Club Azul Y Blanco . . . . . Isaac Amkie

MICHIGAN
Ann Arbor
Ann Arbor Backgammon Club. . . . . Ruth Minshull
Flint
*Flint Backgammon Club . . . . . Carol Cole
Grosse Pointe Farms
Grosse Pointe War Memorial Backgammon . . Albert Van Horn
Jackson
Jackson Backgammon Assn. . . . . Dave Cardwell
Lansing
*Greater Lansing Backgammon Assn . . . . . Mitchell Schecter
Fenton
*Fenton Area Backgammon Club. . . . . Evelyn Merecki
New Baltimore
Corner Backgammon Club . . . . . Mike Sudds
Plymouth
*American Backgammon Club . . . . . Michael Kloian
Southfield
*Cavendish North . . . . . Bob Ciaffone
Warren
*Gammon East . . . . . Barbara McCoy

MINESOTA
Duluth
*Duluth Backgammon Club . . . . . Ray Boisjoli
St. Paul
Backgammon Club of St. Paul & Minneapolis . . . . . Lee Silverstein

MISSOURI
Florissant
*Gateway Backgammon Assn. . . . . Shirley Dunlop
Kansas City
Backgammon Club of Kansas City . . . . . Hal Magariel
Normandy
*Beginner's Backgammon Assn. . . . . Frank Petty Jr.

NEBRASKA
Omaha
*Omaha Backgammon Club . . . . . Carolyn Canglia

NEVADA
Incline Village
*Village Backgammon Club . . . . . Bill Andrus
Las Vegas
*LAS VEGAS BACKGAMMON CLUB, INC. . . . Michael Maxakuli
Reno
*Northern Nevada Backgammon Assn. . . . . Bill O'Brien

NEW HAMPSHIRE
Dublin
Granite State Backgammon Club . . . . . Stephen Avery

NEW JERSEY
Woodcrest C. C. Backgammon Assn. . . . . Frederick Thompson
Livingston
Essex County Backgammon Center . . . . . Eileen Brenner
Spring Lake
Doers & Movers Backgammon Club . . . . . Robert Murray
West Patterson
New Jersey Backgammon Assn. . . . . Dan Caverly

NEW MEXICO
Taos
*New Mexico Backgammon Club . . . . . Steve Spellerberg

NEW YORK
Buffalo
Festival Backgammon Club . . . . . Jerry Nathan
Floral Park
Long Island Backgammon Club . . . . . Steve Kurzban
New York
Amateur Backgammon Championship . . . . . Louise Goldsmith
Bar Point House of Backgammon . . . . . Kevin Brandt
Knight Errant Backgammon & Bridge Club. . . . . Russell Kolish
Mayfair Club . . . . . Al Roth
Park 65 Backgammon Club . . . . . Tim Holland
World Backgammon Club, Inc. . . . . Joe Pasternack
Riverdale
Empire State Backgammon Club . . . . . Charles Jacobson
Rochester
*Backgammon Board of Rochester . . . . . Gary Jay

NORTH CAROLINA
Charlotte
*Charlotte Backgammon Society . . . . . John Connor

NORTH DAKOTA
Fargo
*Red River Backgammon Club. . . . . Ken Lien

OHIO
Cincinnati
*Cleveland Backgammon Assn. . . . . Richard Jacobson
New Waterford
*Ohio Backgammon Assn. . . . . Donald Eagleton
Toledo
Toledo Backgammon Assn. . . . . Mike Julius

OKLAHOMA
Tulsa
Tulsa Backgammon Society . . . . . W. W. Michaels

OREGON
*Pipmasters Tournament Backgammon Club . . . . . R. S. Kolemaine

PENNSYLVANIA
Philadelphia
*Cavendish of Philadelphia . . . . . Mae & Cherie Block
Pittsburgh
*Pittsburgh Backgammon Assn. . . . . John Brussel

SOUTH DAKOTA
Belle Fourche
*Black Hills Backgammon Club . . . . . Mitch Norman
Sioux Falls
*Sioux Backgammon Assn. . . . . Gerald Mortimer

TENNESSEE
Chattanooga
*Chattanooga Backgammon Club . . . . . David Harris
Memphis
*Bombay Backgammon Club . . . . . Mac Thompson

TEXAS
Austin
Hilton-Mingles . . . . . Marge Gately
Stars . . . . . Randy Prather
Dallas
Dallas Backgammon Club . . . . . Taffie Norris
Overlake Bellringer . . . . . Jack McKenzie
Houston
*Backgammon Unlimited of Houston . . . . . Marilyn Hirsty
Elan . . . . . Lon Breedlove
*Texas Backgammon Assn. . . . . Jim Howe

VERMONT
Manchester Center
Vermont Backgammon Club . . . . . Guy Thomas
Waitsfield
Green Mountain Backgammon Club . . . . . David Milstone

VIRGIN ISLANDS
St. Thomas
*St. Thomas Backgammon Club . . . . . Vernon Ball

VIRGINIA
Richmond
*Richmond Backgammon Club. . . . . Rasim Kasim

WASHINGTON
Seattle
*Pacific Northwest Backgammon Assn. . . . . Ted Barr

WASHINGTON, D. C.
Backgammon Club of Washington . . . . . Bob Paris
DuPont Circle Club, Inc. . . . . Ted Bell

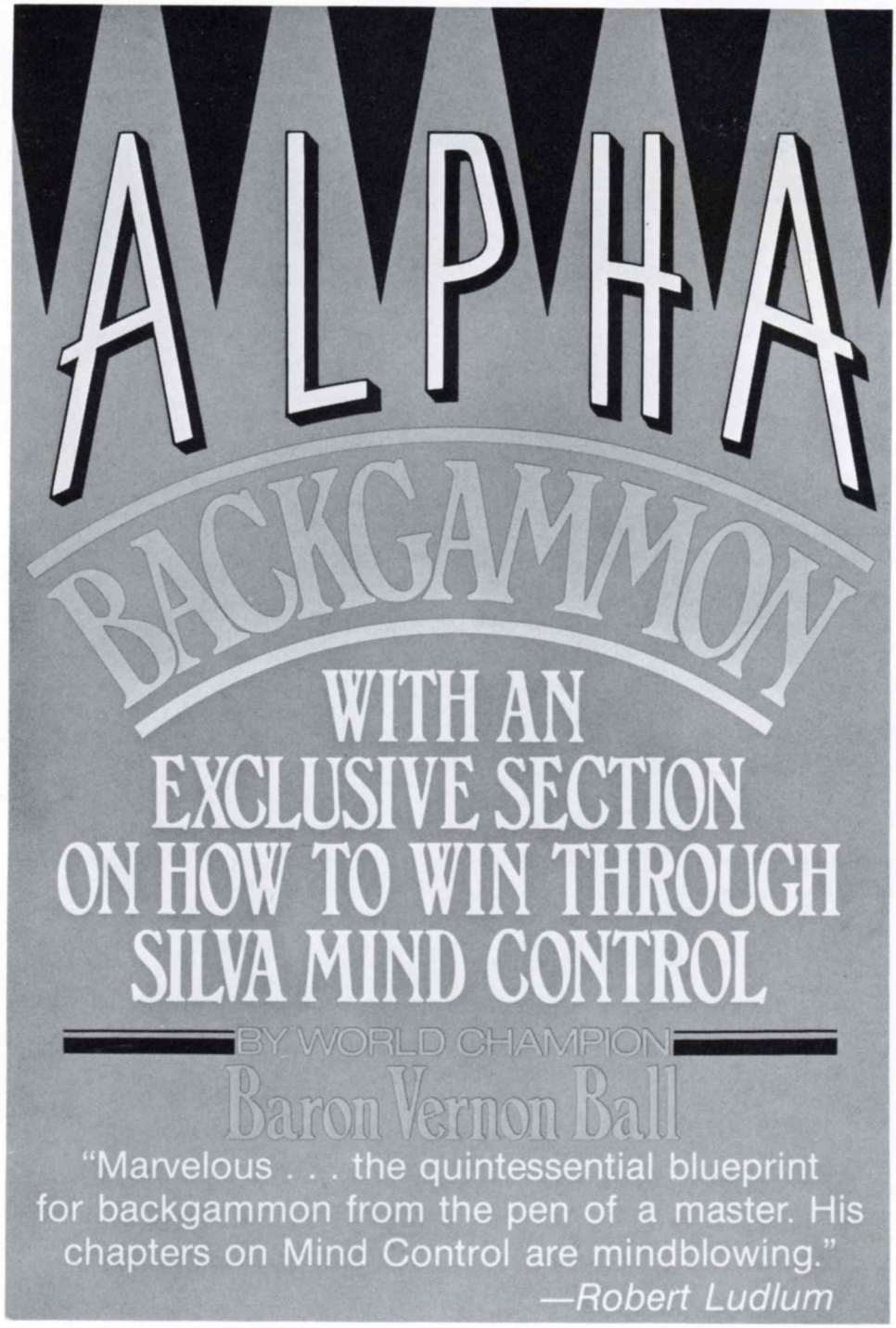
WISCONSIN
Milwaukee
Beer City Backgammon Club . . . . . William Daley
Greater Milwaukee Gypsy Backgammon Club . . Donald Zunker

WYOMING
Jackson
Jackson Hole Backgammon Club . . . . . John Sherman

**Associate Clubs*

Tournament days and locations are not listed because of constant change. To receive up-to-date information, call the Backgammon Hot-Line (702) 454-2403.
If your club IS NOT LISTED, please contact the Backgammon Magazine and we'll see that it is!!!

$12.95 — Quality Paperback $5.95 — Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality Paperback $5.95 — Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality Paperback $5.95 — Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality Paperback $5.95 — Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality



Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality Paperback $5.95 — Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality Paperback $5.95 — Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality Paperback $5.95 — Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality Paperback $5.95 — Available in most book stores ★ ★ ★ Hard Cover $12.95 — Quality

BACKGAMMON MAGAZINE

PUBLISHER
Michael Maxakuli
Joel Rettew

EDITOR
Linda Kruegel

TOURNAMENT CORRESPONDENT
Buddy Berke

ADVERTISING
Joe Chiodo

ENTERTAINMENT
Mark Tan

GAMING
Dave Thompson

CONTRIBUTING EDITORS
Bob Ciaffone
Steve Herman
Bill Robertie

ART
Todd Vander Pluym
Paul Yohnka

CORRESPONDENTS
Sandy Bingen (Chicago)
Alberto Da Pra (Europe)
Bill Davis (Chicago)
Candace Mayeron (Los Angeles)
Gary Rand (New York)
Arnawood Skenderian (Hawaii)
Jeff Ward (San Diego)

PHOTOGRAPHER
Dee Ennis
Andrea Waller

PROBLEMS & DATA
Gaby Horowitz
Butch Meese
Bruce Roman
Tim Wisecarver
Kit Woolsey

TECHNICAL ASSISTANTS
Harold Hanson
Sandie Harmony
Lewis Rosove
De Ane Schroeder

REVIEWS
Mary Hickey

DISTRIBUTED BY
Las Vegas News Agency, Inc.

PRINTED BY
Graphics West

LAS VEGAS
BACKGAMMON MAGAZINE
An International Publication

ARTICLES		
Electronic Backgammon '81	*Steve Herman*	29
Last Chance Match	*Kit Woolsey*	18
Rulings Column	*Candace Nyles Mayeron*	32
The Power Of A Seven-Point Prime	*Jeff Ward*	40
BG In The Land Of The Rising Sun	*Steve Herman*	15
No Defense To The Backgame?	*Leibowitz & Winslow*	30
Magriel Brilliant In Orlando Victory	*Laura Mirsky*	17
Desert Inn & Country Club Invitational	*Lewis Deyong*	13
USA Keeps World Team BG Title	*Michael R. Teilmann*	36
The First Step In Learning	*Horowitz & Roman*	42
All Or Nothing At All	*Paul Magriel*	28
The Doubling Cube A Two-Edge Factor	*R. Kassem*	39
Wonderful Wonderful	*Danny Kleinman*	40
Double Elimination	*Henry Wattson*	38
EDITORIAL		
GRIND TOURNAMENTS		7
BOOK REVIEW		
Alpha Backgammon	*Robert Ciaffone*	8
PROFILE PAGE		
Craig Tyndall		14
QUIZZES		
Photo Contest Winners		43
Checker Quiz	*Bill Robertie*	34
DEPARTMENTS		
Backgammon America		3
Letters From Readers		9
American Association of Backgammon Clubs		24
New Associates		26
The Third Degree		28
Backgammon Across America		20
New Products		33
Backgammon In The Public Eye		16
Backgammon Bits		46
Giant 32		32
Summer Tournament Schedule		11

BACKGAMMON MAGAZINE (ISSN 0119-6320) is published bi-monthly by the Las Vegas Backgammon Club, Inc. Michael Maxakuli, President. Editorial and advertising offices at 2258 Marlboro Drive, Henderson, Nevada 89015, (702) 454-2403. Second-class postage paid at Las Vegas, Nevada.
POSTMASTER: Send address changes, undelivered copies and orders for subscription to P.O. Box 19567, Las Vegas, Nevada 89119. Vol. IX, No. VI.1981, Las Vegas Backgammon Club, Inc. All rights reserved. Reproduction in whole or in part without written permission is prohibited. Changes of Address: Allow four weeks advance notice and include old as well as new address. All articles must be submitted no later than publishing month. Subscription prices: $12.00 for one year, $17.00 for two years, $25.00 for three years. Add $5.00 per year for postage outside the United States. Renewal orders must be received at least eight weeks prior to expiration date to assure continued service.
Published since 1974.

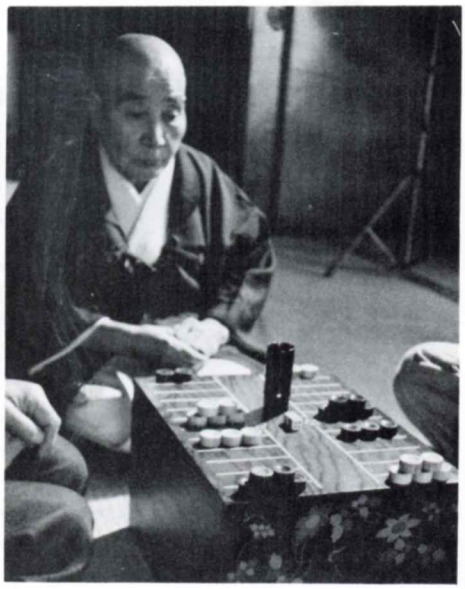


COVER: JIM BROWN, gained more yards running than any other player in National Football League (NFL) history. Brown won the league rushing championship eight times, a record. He also holds the NFL record for most yards gained rushing in a career — 12,312. Brown was elected to the professional football Hall of Fame in 1971.

After retiring from professional football, he became a motion-picture actor. Brown has specialized in playing rugged anti-Establishment heroes in such violent melodramas as "The Dirty Dozen" and our all-time favorite "Fingers."

Jim Brown has been a strong supporter of backgammon throughout both his careers. Today, he is considered one of the best players in the world.

TECHNICAL PRODUCTION — DAVID BECKWITH
PHOTO BY SHAWN RANDALL



TOKYO Page 15

Backgammon Magazine's Expert Panel

This Blue-Ribbon Committee has been nominated by our readers. They have kindly agreed to serve on the panel and wrestle with the complicated problems that confuse backgammon players. Readers can now submit questions for expert consideration and analysis by writing to:
PANEL P.O. Box 19567, Las Vegas, NV 89119

Honorable members of the PANEL are:



BILLY EISENBERG — noted bridge expert and backgammon champion. Chairman.



ROBERT CIAFFONE — respected Michigan backgammon director and writer.



PAUL MAGRIEL — (X-22) backgammon's number one man. Author of the definitive backgammon book "BACKGAMMON."



DR. JEFF WARD — San Diego backgammon spark plug and national columnist.



BARCLAY COOKE — the grand old man of backgammon. Famous author and champion player.



BILL ROBERTIE — columnist, author and computer expert from Boston.



DANNY KLEINMAN — expert backgammon analyst and author of the most revered backgammon publishings.

☆☆



*Montana is the only State that has not been represented at these Tournaments.

AMERICAN BACKGAMMON CHAMPIONSHIPS, INC.

Geographical breakdown of entries from the World Amateur Backgammon Championship Tournament
January 1978 - June 1980

MAJOR 15 STATES

1. California
2. New York
3. Texas
4. Illinois
5. Florida
6. Nevada
7. Michigan
8. Massachusetts
9. New Jersey
10. Pennsylvania
11. Connecticut
12. Washington
13. Georgia
14. Ohio
15. Minnesota

OTHER COUNTRIES & TERRITORIES

AUSTRIA
AUSTRALIA
BAHAMAS
BERMUDA
CANADA
CHILI
ENGLAND
GERMANY
GREECE
ISRAEL
JAPAN
MEXICO
NEW ZEALAND
PUERTO RICO
SPAIN
SWITZERLAND
PANAMA
VENEZUELA
VIRGIN ISLANDS

Editorial

GRIND TOURNAMENTS

In Las Vegas, there are some third-rate casinos called grind joints. Their specialty is herding customers in, filling them with watery champagne and cheap food, and pumping them over and over for nickels and dimes. This program is designed to give the customer the illusion of constant fun and action.

In reality, the customer is in the "grind" and the casino's vigorish inevitably breaks him. There can only be one winner and that's the grind joint. And so it is with the new phenomenon — the grind tournament.

These tournaments blazon more events and action; doubles, teams, re-entries, knockouts, early arrival competition, "I missed the plane" tourneys, and matches for anything and everything, including the boards you play on. Promoters of the grind tournaments claim that it's what the public wants.

It is true that the players want more backgammon but they also want dollar value. A two- or three-hundred dollar entry fee used to give a player a main event, a first consolation, a second consolation, and a last chance. Now, he pays as he goes. In a recent tournament, we talked to players who had spent over $2,000 in re-entries and knockouts and realized only too late how little they could have won.

Another serious development in this type of tournament is the erosion of the tournament spectacle. It is not to the advantage of the grind operator to have cocktail parties, formal banquets, or award ceremonies. These affairs are time-consuming, and cut down on the number of knockouts that the promoter can skim; and yet, it is this pageantry that players appreciate the most.

Side games are viewed as part of the equity of any tournament.

Jazzing up a tournament might be pretentious, but it is significant to backgammon. The "window-dressing" is important to the image of backgammon, which many outsiders view only as a base gambling game. Celebrities may be a thing of the past, but glamor is always necessary.

The situation is a little like the stock market. Everyone knows it is the biggest gambling game in the world, but the rituals are adhered to. This is done to preserve the dignity and the importance of the institution.

Jazzing up a tournament might be pretentious, but it is significant to backgammon.

No one understands the value of ceremony more than the great backgammon showman, Lewis Deyong. His tournaments are by far the most memorable not so much because of equity or numbers, but for colorfulness and excitement. This is the reason that his tournaments never struggle to be a success. It is also why he never has any trouble finding sponsors. No one begrudges him his profits because a good time is had by all. It is a surprise to us, however, that this year he plans to experiment with "mini-knockouts" during the Monte Carlo Championships. We foresee clear dangers in this trend.

First, we can't help but feel that the casinos that sponsor the tournament will not be too happy having the players tied up exclusively with backgammon. After all, casinos have a selfish motive for funding tournaments — they want to attract gamblers to their tables. The longer a player is diverted from their tables, the less interest they have in putting up money to entice him to a backgammon affair.

Second, think about what motivates the majority of participants to go on such an expensive trip. Both champions and weak players have some pigeon in mind who they feel they can beat if given the opportunity to play him. When considering the huge expense of going to a tournament versus the slim chances of actually winning, a player would opt not to travel to participate; but in the end, most everyone feels they have an ace in the hole — that illusive pigeon that will make this trip pay for itself. The grind operation eliminates the chance of making expenses on the side. The mark is forever playing knockout while the other player reconsiders ever coming to another tournament.

We are not implying that anyone ever actually does make money in side games. What we are saying is that side games are viewed as part of the equity of any tournament and they can't be eliminated. If they are, the number of people attending tournaments will drop drastically.

We strongly disagree that more tournaments means that many more winners or happy players. Multiple tournaments make winning insignificant. Of what importance to anyone is a "knockout" champion that has re-entered seventeen times?

Multiple tournaments make winning insignificant.

Multiple tournaments should be resisted for the following reasons:

A) They do not observe the importance of ceremony and return backgammon to back-room status; B) they are too unstructured, giving the operator much opportunity to fudge with the money; C) they interfere with side action; D) they churn entry fees, overworking the operators' vigorish; E) they are less appealing to sponsors, and so deliver less equity; and, F) they minimize the importance of winning.

Beware of the grind tournament!

BACKGAMMON with the CHAMPIONS

Fully annotated matches between experts published on a bi-monthly basis. Each issue contains over 30 pages of moves, diagrams, and comments by world-renowned expert Kent Goulding. A must for all backgammon enthusiasts: novice to expert.

Issue 1: Paul Magriel vs. Billy Eisenberg
Single Issue Price: $15.00
One Year Subscription: $60.00 (6 issues)

★ INVITE THE EXPERTS TO YOUR HOME ★

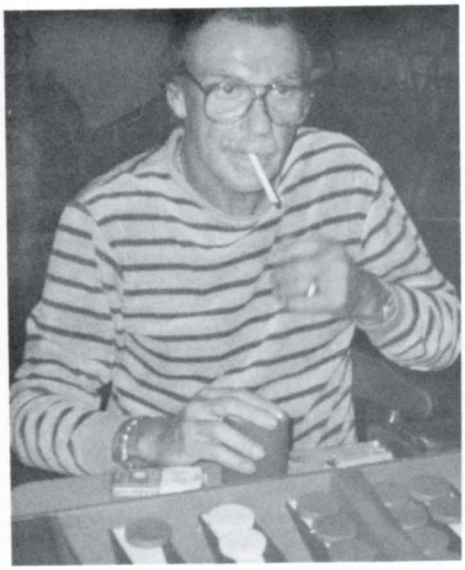


Send check or money order to:
Backgammon with the Champions,
c/o Kent Goulding
3504 Frederick Place,
Kensington, Maryland 20795

BOOK REVIEW

Reviewer: Robert Ciaffone - Southfield, MI

ALPHA BACKGAMMON



Author Baron Vernon Ball

Alpha Backgammon is, without a doubt, the most unusual book on the game ever written. Only the first 154 pages deal with backgammon instruction; pages 155 to 209 deal with mind control, ESP, psychokinesis, meditation, self-programming, drugs, etc. Is this work the mutterings of a crackpot? Not at all. Author Baron Vernon Ball is a sound and successful person, and his provocative ideas deserve serious examination.

The technical aspect (pages 1-154) is designed for players ranging from the beginner to the strong intermediate. Diagrams are plentiful, (two to a page), and the accompanying explanations are straight forward. Only black and gray print is used, which detracts from the appeal of the book but keeps the price reasonable (the paperback copy is $5.95). Some of the examples in the chapter on slotting were not too carefully thought out, but in general the technical quality of the backgammon advice is of a high order (naturally, one expects this from an author who, according to the BACKGAMMON MAGAZINE's poll, is ranked as one of the top thirty-two players in the country). Rather than recommending a style of play that leaves blots around the board, Mr. Ball gives several examples in each situation as to when to play conservatively and when to take risks.

The book title, *Alpha Backgammon,* is based upon terminology of a course on mind control which Mr. Ball took from Jose Silva at the Institute of Psychoorientology, Laredo, Texas. According to Mr. Silva, persons can have their brain waves measured on an electroencephalograph to see by the cycles-per-second output whether they are functioning on "Alpha" (subconcious mind) or "Beta" (concious mind). When they are functioning on "Alpha" they may put their psychokinetic ability to work manipulating the dice. There are many experiments in the field of psychokinesis ("mind over matter"), and they all seem to show that many people are able to produce results with an unbelievably high success ratio. Mr. Ball's technique for using Alpha ability to roll good numbers begins with a self-hypnotic form of relaxation that is proven and successful. He then explains how to concentrate on the desired result in a manner to unharness your ESP ability. Skeptical? Non-believers do not have any unusual psychic abilities, according to the experiments of the famous J.B. Rhine at Duke University. The effect of various mind-distorting drugs on PSI ability is discussed (conclusion: a couple of cups of coffee is helpful, but pot, cocaine, mescaline, etc. are all very harmful). All things considered, I believe you will find some of the Baron's techniques very beneficial in overcoming the stress of competition. As to whether they can be used to roll numbers more successfully, that is up to you to find out. A word of warning, though; don't be overly confident in directing your psychokinetic techniques toward beating the crap table; people with lots of money who think they have special psychic powers over dice are warmly welcomed in the casinos of Las Vegas! ☆☆

The Devil's Dictionary of Backgammon Terms

"Prime: An inelegant configuration of checkers employed with a minimum of risk and a maximum of success. It is utilized only by those completely lacking in sportsmanship.

— Dennis Stone

PROFIT SHARING

The 1981 U.S.A./Monte Carlo Syndication is now officially underway. Investors intersted in buying shares in the players named below can contact: **Todd Vander Pluym, 1726 Manhattan Beach Blvd. Suite "C" Manhattan Beach, CA 90266** or **Denise Mowery, San Francisco (415) 626-3609 - Lorrie Mickle, Palm Beach (305) 833-7513 - Howard Markowitz, Chicago (312) 271-8877 - Francesca Parkinson, Boston (617) 563-5787 - Nancy Laiderman, New York (212) 227-7266 - Michael Maxakuli, Las Vegas (702) 454-2403.**

The shares are being sold for between $35.00 & $60.00 each. Shares equal one percent of the players' winnings in main tournaments, and $1,000.00 jackpot investors can purchase an interest in one or more of the syndicated players.

1981 Syndication Players are:

Al Hodis NY	Lee Genud NY
Kent Goulding D.C.	Kal Robinson LA
Nick Ballard IL	Mike Senkiewicz NY
Gino Scalamdre NY	Kit Woolsey D.C.
David Leibowitz LA	Bill Robertie MA
Sandy Lubetkin TX	Chris Peterson MA
Billy Horan NY	Eric Seidel NY
Chuck Papazian SF	Katie Wright NY
Alan Martin LA	Craig Chellstrop LV
Todd Vander Pluym LA	Elliott Winslow SF

Jim Pasko NJ

Package prices are also available. For players or others wishing to go to this year's tournament, contact **Todd Vander Pluym** for more information.

Laughgammon



● A player who had just won in the box complained that he had been shorted one point on his score. The man with the pencil checked the record and said, "In the previous column I gave you an extra point. You didn't complain then, did you?"

"An occasional mistake I can overlook" replied the man in the box. But not two in a row."

● An intermediate player asked Paul Magriel to play in order to sharpen his game. It was agreed that they would play for twenty-five dollars a point and the novice was guaranteed he would improve over several sessions. After the first lesson, the student went home a little the worse for wear. When he came around the second time he said, "Mr. Magriel, it was my idea to learn enough about backgammon from you to lick a certain fellow I've got it in for. But I've changed my mind. If it's all the same to you, I'll just send this guy down here to take the rest of my lessons for me."

LETTERS FROM READERS

Chatter from Down Under

Dear Sir,

If you have not become aware of it hitherto, I would like to point out an error in your article "The Last Act of a Desperate Man," in the Dec. '80 edition of the Backgammon Magazine.

In relation to problem #4 you submitted the following moves by black; viz. 1) 15/6; 2) 13/6; 3) 15/10, 3/2 as producing his best "gammon-saving" position.

However, there is a sequence of plays, using the given rolls, that would produce a total of ten "gammon-saving" rolls on black's next and last throw.

I am sure that if you overlooked it previously you can see now the sequence I refer to.

I am an ex-Papua New Guinean resident and a Backgammon Magazine subscriber. Two of us, Gordon Neilson and myself, both enthusiastic addicts of the game, hope to gain further experience during our intended stay in Las Vegas in three months.

Of course, we hope to become involved with other LVBC members.

Gary Welsby
Sydney, Australia

Guardian of the Faith

Dear Mike,

I like to memorialize agreements in writing, just so everyone can feel perfectly secure about exactly what was agreed. So I'll repeat in this letter my willingness to perform — with the knowledge and cooperation of the organizers — an investigative and "watchdog" reporting function at the next big Plimpton Cup (cum "Professional" championship) tournament in Las Vegas. This will involve checking the procedural and financial operations of the tournament, and furnishing a written report to you for use — or excerpting — in your magazine. If I am to do this for you (and of course, it is not just for you but for backgammon), I will require from you only the payment of expenses (not including tournament entry, which I consider incompatible with the role of investigator), no fee for services. I find myself willingly thrown into service as a sort of ombudsman.

I'm enclosing xerox copies of ten of Alfred Sheinwold's columns for you. Four of them are taken from the Joe Dwek book, **Backgammon For Profit**, as indicated. Four others are of unknown origin. You may be able to track these four down in your extensive library. The other two are taken from Barclay Cooke's **Paradoxes and Probabilities**, and form part of the basis for the letter to "Dear Miss Lonelyblots" from "Alfred Sheinword" in my new book, **Wonderful World of Backgammon**. Sheinwold's boss at the Los Angeles Times



was informed by me of these and many other uses without permission or acknowledgment of other authors' works in the three months prior (Aug. - Oct.) This Times employee (View Section Editor) admitted the accuracy of my charges, yet didn't adopt the remedy I urged of simply crediting the books and authors paraphrased. He said he was instituting a system to avoid the problem, but then I caught Sheinwold doing it again (with Dwek's problems of Dec. 28 and Jan. 4), and the View Section Editor admitted his "system" had failed. I think Sheinwold's practices deserve wide publicity — so in a way, I'm already a watchdog looking out for other writers.

Danny Kleinman
Los Angeles, CA

One-Point Bored

Dear Michael,

About ten years ago I began making the one-point whenever possible, and still do. My strategy was questioned by the "better" players. As a result, the one-point was, and still is, known as the "Valentine's Point." I wonder if the Earl of Lucan had watched some of my early games and adopted the strategy.

Michael Valentine
Wayne, NJ

Praises and Plaudits

Dear Sir,

I would like to buy some back issues of your magazine. Could you tell me which issues are available and the price? The only issues I have are the June, October, and December 1980 magazines. Was there an August issue? I saw Danny Kleinman's writing was recommended in one of your articles — do you know where I could get anything by him? There are no tournaments allowed in Vancouver. The police effectively closed down our backgammon club over a year ago (too much gambling). The only way to improve is by reading a lot. I really enjoy your magazine, especially the Doubling Quiz by Bill Robertie.

Dennis Paul
Vancouver, Canada

Editor's Note: Back issues are very scarce. Police action against backgammon is not uncommon. It stems from ignorance of the game. Appeal to someone with more intelligence like a judge who probably plays at his country club. Kleinman's writing can be obtained by writing to him at: **8924 Hargis St., LA, CA 90034**. Robertie likewise has writings for sale. Write to him at: **382 Mass Ave., #805, Arlington, MA 02174.**

Dear Max,

Thanks for the excellent promotion you are putting behind the 28th Annual Indiana Open.

We have been distributing your subscription forms at our weekly tournaments and I hope they have brought in some business.

This week we included your subscription form with 200 newsletters. Note that we had to cut them so they would fit our No. 10 envelopes. I am sure many clubs would be glad to include your sub blank with their regular mailings, if you reduce the size to less than 4" (3¾" is best).

We'll continue to promote the magazine. We like your display card with stapled forms and used it on our bulletin board for more than six months.

If your policy calls for promo subscriptions, we'll be glad to offer them as door prizes, etc. at the 28th Indiana Open.

I think you are producing a really good magazine and that it is essential to the game.

Ralph Roberts
Indianapolis, IN 46260

Bets and Pieces

Dear Sir,

I have read with great interest your December, 1980 Magazine.

As mentioned in the "BACKGAMMON BIZ" (ref. page 35), the following articles deal with betting in backgammon:

Keeler and Spencer: Operations Research
Orth : Operations Research
Zadeh & Kobliska : Management Science
Zadeh : Management Science

I would like to be informed exactly where I can get those above articles.

Michelin Chabot
Montreal, Canada

Editor's Note: We need the same articles. Please send info or articles to **P.O. Box 19567, LV, NV 89119**

LETTERS FROM READERS

Strategems

Dear Backgammon Magazine,

I thought the October "Doubling Quiz" was very good but I must say in the Dec. issue I strongly disagree with two of the solutions. The first is No. 8, where Bill Robertie maintains that Black has not sufficient advantage to cube. True, Black is nineteen pips behind, but surely the fact that White is forced to go with any 5 or 6 must be more important. With White's pathetic three-point board Black will hit freely, and if he is hit back it is not the end of the world, as he may come in and around to pick up White's other man to win a possible gammon. Assuming Black can hold his four-prime for a few rolls, White is a four to one favorite to find a 6 or a 5 before 6-6, 5-5, or 6-5 and each time he fails to come in he loses valuable pips in the race. Black will, of course, try to increase his builders rather than make an extra inner-board point, so that with rolls such as 6-1 or 6-2 he will bring a builder to the six-point and slot on the one-or two-point. Because Black can very quickly have a crushing advantage, White has little value in holding the cube. A double on a smaller advantage than usual can be made.

In a straight race a double would not be given until fairly close to the dropping point, as the cube has most value when the winning chances of either side change gradually. Here, that is not the case, so Black, with a 65-70% advantage, should double now before it is too late. The pip count is also a bit misleading, as White will waste about ten pips bearing off; and the fact that he takes off four men with any double does not entirely compensate for this. Black loses his gammon potential by not cubing as well.

I also disagree with the solution to No. 10 where White has been doubled, having just failed to come in. I would be interested to know if this position has been played out at all, as it seems far too "gammonish" to be a take to me.

I thought the "Kit Woolsey Quiz" was very good, although in No. 3 he explains why one should double as Black, but then states a more difficult decision is whether or not White should take the double. However, as he says, if Black is an eighty percent favorite at 13-9 then White has a twenty percent chance of winning if he drops. But if he takes he has a twenty-five percent chance, a difference of five percent. Therefore, it must be a take. The estimate of eighty percent, I would say, is fairly accurate, as I have a figure of eighty-one percent. This figure and others were worked out painstakingly by Brendan McHenry, who about a year ago took the score cards of hundreds of matches played at the time at Crockfords (and another club), and analyzed the information to find out the chances of winning at various scores in a seven-point match. The players involved were of average-to-good ability, and sufficient examples were taken to make the figures accurate within two percent.

P.S. I have been predicting backgammon success by means of astrology. This entails studying the prevailing planetary transits at the time, in conjunction with natal charts. I have found the use of astrology applied to backgammon quite rewarding. The American players might have their psychokinesis, but I believe we have a stronger weapon here.

Chris Jeans
Wheathampstead, England

Important Notice

This notice is to clarify that American Backgammon Championship, Inc. located at 575 Madison Ave., New York City, IS NOT NOR HAS EVER BEEN ASSOCIATED IN ANY WAY WITH BACKGAMMON ORGANIZATIONS WITH SIMILAR NAMES. We particularly wish to avert any confusion with American Backgammon Association in Florida.



Damn the Beavers, Full Speed Ahead

Dear Backgammon Magazine,

David H. Fletcher's article "Beaver Theory" in the March issue purports to show that a correctly-offered double should sometimes be beavered. This is a surprising conclusion, and is probably false.

Certainly Fletcher's own examples do not support his case, since in these examples the double should not have been offered in the first place! A player with just two pieces, both on his three-point, is **NOT** a 60.42% favorite against an opponent with just one piece on the six-point, unless either doubling is prohibited, or else he owns the cube and returns it. If his throw is unsuccessful, his expected loss is the same, whether the subsequent redouble is accepted or declined. In effect, he depends entirely on his own throw, and, since he is not a favorite to win with that throw alone, should not double.

Although Fletcher's other examples are somewhat more complicated, they contain the same fallacy. It is almost certain that beavers should only be used as a punishment for foolish doubles.

Ernie Tuck
Belair, Australia

Lonelyblots Strikes Again

Dear Backgammon Magazine,

I must compliment Danny Kleinman (aka Miss Lonelyblots) for his amusing article on pg. 28 of the March 1981 issue. Thanks for the editor's note on page 10 explaining I did not plagiarize Magriel.

The "Backgammon Tips" were originally part of a book review I wrote about Paul Magriel's "Backgammon," which is why they are paraphrases of his writings. The Backgammon Magazine added my name to the tips when they reprinted this material from my Conn. BG Magazine.

I don't mind having been made the villain in the "Miss Lonelyblots" column; it gave the magazine another exciting page and Magriel's book the deserved publicity. I only hope all your readers know that the letter to Miss Lonelyblots was not written by me, but is a fiction by D. Kleinman.

Rob Roy
Waterbury, CT

Tracy Turnaround

Dear Editor,

As a subscriber and advertiser, I want to thank you for publishing such an excellent magazine. I look forward to every issue. The only thing I feel is lacking is complete games played by the experts so that people like myself can follow them at home and see how the professionals play.

As an advertiser, I think that your magazine is the best place to advertise for any product related to backgammon. I tried other sources, but the results were not anywhere near those I get from my advertisement in your magazine.

One thing further (I wonder if this is an original idea) — if, for instance, you are playing non-tournament backgammon and you offer a double to your opponent. He refuses the double — then, how about this? If he refuses the double, you have the option of ending the game, or taking the cube, turning the board around, and playing your opponent's men. It's his turn to play. You must give up your turn when you decide to take the cube and his men. What do you think about this idea? Is it ridiculous? or could it work? Let me know.

Leo Schools
Tracy, CA

Editor's Note: We invite comments. Anyone with an opinion should let us know.

Praises and Plaudits

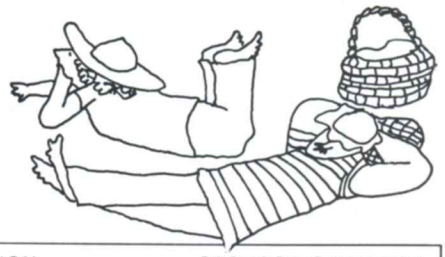
Backgammon Magazine,

Enclosed is a check for $12 — a one year subscription to the Backgammon Magazine. Pelase stay "black and white," if that is what it takes to keep you going.

Please send me the February 1981 issue for starters.

Dennis Mobley
Tucson, AZ

SUMMER TOURNAMENTS



DATE	TOURNAMENT	DIRECTOR	LOCATION	SPONSOR/OPERATOR
May 15-17	Saint-Tropez Tournament	Claude Marret (94) 97 00 04	France	Hotel Byblos
May 22-25	The Chicago Open	Weil/Markowitz (312) 271-8877	Chicago, IL	Gammon's
June 5-7	4th Annual California Open	Sid Jackson (213) 822-2265	Los Angeles, CA	Bonaventure Hotel
June 9-14	Plimpton Cup $300,000 Minimum Guarantee	Goldsmith/Wattson (212) 486-1489	Las Vegas, NV	Dunes Hotel
June 12-15	Australian Championships $5,000 Guarantee	Australian Bg Club	Frankston, Australia	British Airways
June 20-21	Texas Backgammon Tournament	Jim Howe (713) 493-4968	Houston, TX	Tx. Bg. Assn.
June 19-21	Divonne 8th GP Backgammon 25.000 Francs Added	R.B. Jackober (50) 20 06 63	Divonne	Casino de Divonne
July 2-5	Mich. Summer Bg Championships	Bob Ciaffone (313) 642-9616	Bay Valley, Michigan	Bay Valley Inn
July 6-12	World Championships $20,000 Added	Lewis Deyong (305) 833-7513	Monte Carlo	Merit SBM
July 18-19	Texas Backgammon Tournament	Jim Howe (713) 493-4968	Dallas, TX	Tx. Bg. Assn.
Aug. 22-23	Texas Backgammon Tournament	Jim Howe (713) 493-4968	Houston, TX	Tx. Bg. Assn.

• False Shuffles • False Cuts • Nullifying Fair Cuts • Bottom Dealing • 2nd Dealing • Culling • Stocking • Marking Cards • Marking Cards In Play • Top & Bottom Peeks • Location Play •

Backgammon Dice Gaffing • Tops • Doubling Cube Ruses • Taking Money Out Of The Game • Nullifying Fair Cuts

Fair Dice Controls • Blanket Rolls • "Slick Shots" • Dump Shots • Backgammon Dice Gaffing • "Juice Joints"



SECRETS OF CARD & DICE CHEATS

EXPOSED FOR THE FIRST TIME ON VIDEO TAPE



Have you ever been in a game of chance and seen someone make a move you weren't quite sure of? Do you know a person or a group of people who consistently win and seem to always defy the odds? Do you consistently lose to a player whom you feel has less gambling talent or skill than you? If the answer to any of these questions is yes, you may have been taken by a clever card or dice cheat. The only real way to protect yourself is by knowing the cheater's secrets.

There have been many books written which expose some of the methods of the underhanded gambler, but you have to rely on still photographs and sometimes very wordy and confusing written explanations. For the first time ever, the actual secrets of card and dice cheats and the methods of performing the moves have been captured and exposed on video tape. You will see the moves done at normal speed the way you might encounter them in actual play. The techniques will then be explained and demonstrated at slow speed so you can become fully acquainted with all the moves. Each of the three volumes also contains professional advice which if followed, will help you eliminate the possibility of being cheated.

These tapes were produced in secrecy, in Las Vegas to protect the identy of the two ex-hustlers who perform the moves. The tapes are of a very high quality and the narration is made in simple, down to earth language.

In just a few hours, you will become familiar with hundreds of dishonest gambling techniques, many of which have been kept as closely guarded secrets for years. You can't fully protect yourself by just knowing a couple of tricks or relying on hearsay.

VOLUME 1: "POKER TECHNIQUES"
VOLUME 2: "CRAPS" & "BLACKJACK"
VOLUME 3: "GIN" & "BACKGAMMON"
(Please indicate VHS or BETA format)



G & E ENTERPRISES
4535 W. Sahara Suite 105 — 8F
Las Vegas, Nevada 89102

PRICE:
EACH VOLUME.....$79.95
ALL THREE.....$199.95

Playing "Heavy" • Loaded Dice • Magnetic Dice • "Juice Joints" • Mis-Spotted Dice • Dice Switches • Money Switches • Fair Dice Controls • Blanket Rolls • "Slick Shots" • Dump Shots •

FROM READERS

Bad Gammon, Excellent Backgammon . . .

Dear Mr. Maxakuli,

In July of 1979 I subscribed to both your magazine and Gammon Magazine, published by Buddy Berke in Los Angeles. I paid $18.00 for Gammon and only received one copy.

Now you have honored my subscription to Gammon Magazine, which I appreciate very much. I'm very happy Buddy Berke didn't gather up the money and run. Also happy about your helping out. Both your actions speak well for the BACKGAMMON MAGAZINE and backgammon in general.

Now the problem is that I'm getting two copies of your fine magazine, which of course I don't need. So far I've been giving the extra copy to friends, but I have a better suggestion, which I hope you will consider — how about extending my two-year subscription with you another year or two, or whatever? This would be better than receiving two copies of each issue.

Needless to say, I'm very happy with your great magazine. Backgammon needs a responsible spokesman, and you've certainly provided that need. My only suggestion might be to include in each issue a play-by-play match of a game analyzed by one or more of your experts.

Vincent Yardum, Jr.
Van Nuys, CA

EDITOR'S NOTE: OK

Lonelyblot Strikes Again

Dear Backgammon Magazine,

I have read and enjoyed most everything that Danny Kleinman has written; but, as a hopeful future writer, I have a complaint — it is unfair for Mr. Kleinman to be so prolific. He is covering every subject. Soon, anything anyone else writes will be plagerism. It is even hard to think of a witty chapter lead-in that he hasn't done. Do you know if he plans to retire?

Frustrated
Los Angeles, CA

For He's A Jolly Good Fellow . . .

Dear Max,

In the latest issue of the **BACKGAMMON MAGAZINE** there was mention of a committee being formed for a panel of experts to comment on the proper use of the cube.

I would like to recommend that Jeff Ward be selected to participate in the capacity you mention, as I believe his talents and expertise in the field would be greatly beneficial to all those concerned.

Jeff devotes much time and effort to the study of backgammon and this knowledge and sincerity toward the field is rarely surpassed.

As vice-president of the BG Club of San Diego, he is my choice, not only from my area, but from an overall standpoint of backgammon knowledge. Obviously, he impresses me. I hope you will consider him for the panel.

Jan Beauchamp
La Mesa, CA

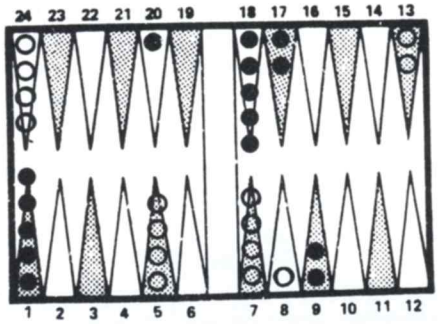
Hot Under The Collar

Dear Mr. Maxakuli,

Thank you for printing my letter in the Dec. issue.

It's difficult to imagine that there could be much argument over a play after three rolls in a game of backgammon, but in a chouette the other day my teammate was so disgusted with a play I made as captain, he dropped when the box doubled prematurely. The sequence of rolls was as follows:

White	Black
5-1 (1 down slot on 5)	3-3 (4 pt. and 5 pt.)
4-2	



I wanted to come out to Black's bar, but my teammate had read somewhere you should never split and slot, and took a violent objection to it. I pointed out that ones were duplicated and that Black was only a two to one favorite to hit us on the bar or five-point, but he was quite adamant. His own suggestion was two men down, which is sheer lunacy. I insisted on my play, an he dropped when the box cubed. Still seething, he watched the game intensely, willing me to lose a gammon, and when I finally did I was not surprised to hear him say, "I told you so."

In the heat of the argument, we both overlooked the probable correct play. That is, four down and two behind, the nine-point being more important to make than the five-point (now that Black has come up). Fives are also duplicated for Black and White has diversified his numbers in that fours cover the nine-point, and sixes, fives and threes cover the three-point. I still think my play comes a close second.

The other important point is, of course, whether Black should cube (playing Jacoby) after coming out to the bar. I would say definitely not, but with the modern trend of early aggressive cubes, you may disagree.

Chris Jeans
Wheathampstead, England



April 30, 1981

Mr. Michael Maxakuli, President
Las Vegas Backgammon Club
Las Vegas, Nevada

Dear Mike:

I would like to extend my personal welcome to the delegates of the Fifth Annual American Amateur Backgammon Championship Tournament.

All of us in Southern Nevada have watched as the interest in backgammon has grown to the point that your organization is now the largest social group in Las Vegas. We are honored to be able to host this prestigious event.

I do hope our visitors will take some time away from their tournament play to savor our outdoor recreational opportunities, as well as our indoor entertainment offerings.

Again, best wishes for a successful tournament.

With kind personal regards, I remain,

Sincerely,

JAMES D. SANTINI
Member of Congress

— Coming Next Issue —

DATELINE DEYONG

Lewis Deyong, famous tournament director and author of "Playboy's Book of Backgammon", has joined the BACKGAMMON MAGAZINE as a contributing editor.

Deyong will report on the International Backgammon scene with particular emphasis on European activities.

Subscribers to the BACKGAMMON MAGAZINE can look forward to closer worldwide contacts and feature articles with the Deyong flavor. Welcome!



Dave Kurzband — Michael Maxakuli — Lewis Deyong



John Delarmi — Sharon Chapell

Desert Inn & Country Club — Invitational —

by Lewis Deyong

The first Invitation Backgammon Tournament was staged by the Desert Inn & Country Club in Las Vegas February 25 / March 1, 1981. The event was a "trial balloon" by the hotel to see if their facility was suited to backgammon players, and vice versa. For this reason the tournament was limited to a field of sixty-four, mainly West Coast-based, with a sprinkling of other players from around the USA, and a small foreign contingent - five Britons, one Canadian, one Frenchman, one Israeli, and World Champion Walter Coratella from Mexico.

The Desert Inn certainly did much to make their visitors welcome, with the non-stop offerings of food and drink a real feature. Following the lavish opening dinner came an invitation to enjoy the Nevada edition of "A Chorus Line" playing in the hotel's cabaret theatre, and other parties ensued nightly.

At the tournament's conclusion the winners received magnificent trophies and their prize money purses were augmented by a most generous $32,000 from the Desert Inn, which was added to the total of $128,000 of entry fees. Winner Mike Maxakuli, editor of the *Backgammon Magazine,* received the winner's cheque of $64,000. Not a bad profit, even if you subtract the cab fare to and from his home. Final score in the Maxakuli-Suzyn Match was 25-0.

As an organizer of tournaments in many parts of the world, I cannot praise too highly the personal time and attention devoted to the backgammon party by the D.I. staff — in particular Vivienne and Dave Kurzband, Sharon Chapell, Doug Michael and Harry Williams. Hotel President Burton Cohen is to be congratulated on the staff he has put together.



Gino Scalamadre



Wayne McClintock — Kent Goulding

RESULTS

	Championship	Consolation	Jackpot
Winner	Michael Maxakuli (Las Vegas)	John Delarmi (Manchester)	Kent Goulding (Washington)
Runner-Up	Joe Suzyn (Turnberry)	Gino Scalamadre (NY)	Wayne McClintock (SF)
Semi finals	**Henry Wattson** (NY)		
	Jim Jacoby (Dallas)		
Ladies Prize:	Karen Wolfson		

Merit/Monte Carlo Prize: Stanley Tomchin

DESERT INN and Country Club

Staff

Lorrie Mickle (Palm Beach)
Cecile Yew (New York)
Michelle Perret (Detroit)

PROFILE PAGE

CRAIG TYNDALL

For the past few years, Craig Tyndall has been the guiding force of backgammon in Atlanta. In 1977 he formed the American Backgammon Company, and started producing some of the country's highest quality backgammon boards, which have been purchased by some of the finest backgammon players in the world, (as well as various hotel chains).

In March of 1978, Craig started running weekly backgammon tournaments at Jeryl's, a local club in Atlanta. The response to these tournaments was so good that he has been running them ever since at various clubs in the Atlanta area, sometimes having as many as four tournaments per week at different clubs. About that same time, Craig formed the Georgia Backgammon Association. In June of that same year he combined the GBA with the Atlanta Backgammon Society (which he bought from Betty Bryman).

Since that time Craig has co-directed tournaments with Les Boyd, Sid Jackson, and Orrill Martin, and was a co-director for the First Annual International Backgammon Championships of Puerto Rico in 1979.

On the local scene, he has directed tournaments for Rums of Puerto Rico, Muscular Dystrophy, the Atlanta Humane Society and the Dekalb County Recreation Dept., as well as his regular weekly and monthly GBA tournaments. As director of the GBA, Craig has worked hard to coordinate backgammon activity throughout the state of Georgia. He has been publishing monthly newsletters for two and one-half years in an effort to keep the players in Georgia on top of the backgammon scene on all levels.

If you should happen to come to a GBA tournament in Atlanta, don't look for a man wearing a vested suit and a tie to be conducting it. Craig is usually seen in blue jeans and a T-shirt, and his tournaments are usually as casual and relaxed as he appears to be. He is interested in a wide variety of activities aside from backgammon. Some of his other hobbies includes: photography with 35mm and video cameras, boating, four-wheeling in the mountains of North Georgia, and skydiving. He played guitar and sang professionally for a number of years, but now he just does it for fun.



Craig is thirty-eight years old, single, and owns his own home where he enjoys lounging around in his jogging suit and sneakers, playing with his German shepherd, Obie Von Kanobi, and his black cat, Shadow. ☆☆

MILLION DOLLAR BLACKJACK

NEW *

By Ken Uston

Now you can own the most important blackjack book ever published. This long-awaited event in the world of gaming books presents the most complete coverage of the game ever printed. Only the world's most experienced professional blackjack player, Ken Uston, could have written this book. Heretofore unpublished details of professional play, cheating, team play, learning techniques,and a host of inside secrets are revealed for the first time in print. * This is the story of how Ken and six sets of teammates won over $4,000,000 from casinos around the world. * This is a textbook that will take you from beginner to intermediate, to advanced, to professional levels of play—with a system you can learn at each level. The Uston Advanced Point Count—complete in this book—previously sold for $97. * This is the most complete glossary of blackjack terms ever printed. * This is a guide to all the previously published blackjack books and the major blackjack schools. * This is over $500 worth of blackjack materials. * This is the book you cannot be without. BE THE FIRST TO HAVE YOUR COPY.

ONLY $14.95 plus $1.00 postage and handling.

Use check, money order or VISA/MasterCharge [include billing address, card no., expiration date].
[California residents must add 90¢ sales tax. Gambling Times subscribers may deduct $1.50]

SEND YOUR ORDER TO:

SCIENTIFIC RESEARCH SERVICES
839 N. Highland Avenue, Hollywood, CA 90038



Backgammon History

A new page for the backgammon magazine has been suggested. We have agreed with this idea; henceforth, the BACKGAMMON MAGAZINE will have a "History Page". Here we will reprint famous articles on backgammon from yesteryear. The page is also open to writers who want to reminisce about the good old days of backgammon.

This feature might not seem important to the old-timers, but it will be welcomed by new players who are thirsty for glimpses into the recent past of backgammon. In this series, all of the names of yesteryear — Obolensky, Crawford, Becker — will come to life. The years between 1965-1975 were especially important for modern backgammon and many of the writings of that period have been lost forever. We'll try to find them for the history page.

Backgammon In The Land Of The Rising Sun (Tokyo) —

by Steve Herman

The Japanese call their nation "The Land of the Rising Sun." But it is after the setting sun that this city of fifteen million becomes Asia's social center. This lifestyle is a heartbeat from that of other large cities such as New York, Paris, and London. Noting that backgammon is the "in thing" to do at discos, pubs, and coffee houses in the European and American metropolitan areas, "Tokyoites" are now rolling the dice, counting pips, and turning the cube.

Although Japan currently cannot boast of any world class players, it probably will not be long before we see a Japanese name standing alongside the likes of Magriel, Dwek, and? The most likely candidate at this time would be Makoto Shimada, who recently won the national tournament. The Japanese seem to have a knack at taking anything Occidental and mastering it, whether it be the art of the assembly line or the competition of volleyball. Considering that the Japanese have a national passion for anything Western, faddish, or anything that involves mathematics, backgammon should soon be a national craze here.

Already there is evidence that "backgammon fever" sweeping Japan will soon be a national epidemic. Every department store has a backgammon corner. In the Roppongi and Harajuku districts of Tokyo, the fashionable bars and nightclubs have backgammon boards on hand for their cosmopolitan customers.

Big tournaments are being held in Tokyo with such big name sponsors as the Playboy Club, and big-time prizes such as a new Suzuki car. Last November in the Japan Championship Tournament, Makoto Shimada took the top prize in an exciting tourney that sported 180 entrants. Local tournaments are also begin held in the cities of Osaka and Sapporo.

Backgammon is being promoted in Japan by the Backgammon Association of Japan (B.A.J.), which was established seven years ago. It now has 350 members.

The president of the Association is a man known in Japan as "Mr. Backgammon" - Koichi Sugiyama. He is also known to the Japanese public as one of the most famous musical composers in the country. The Tokyo resident is also a self-proclaimed game nut. Recently he has been collecting antique backgammon boards from Japan and Korea.

Many Japanese think backgammon is a new game in their country - an import from Europe or the U.S. In reality, Japanese and Koreans were playing backgammon more than a thousand years before the signing of the Declaration of Independence.

Nobody knows exactly how backgammon first came to Japan; the best guess is that it was sometime in the seventh century and that the first board was brought in from nearby Korea. Backgammon boards still exist in Asia that are more than 1200 years old. While the game was played with the same basic rules as backgammon in the rest of the world, here it was known as "ssangyuk".

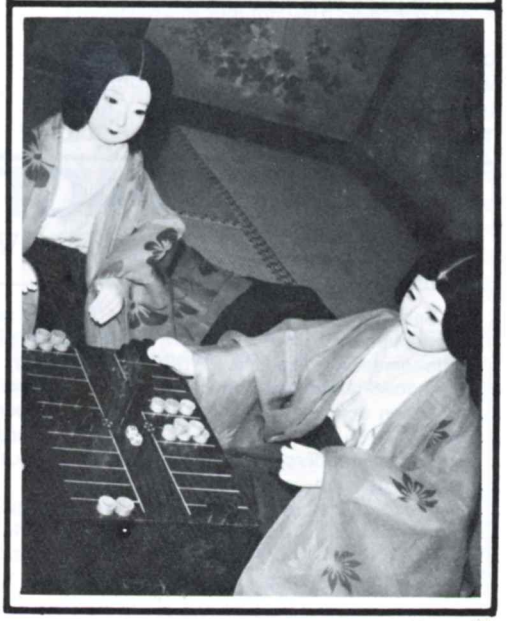
Ssangyuk was initially a game played by the Japanese kisokuwa, or upper society, but as in other parts of the world it was not long before all social classes were throwing the dice. By the end of the Edo Period, however, public backgammon came to an abrupt halt. The "shogunates" made it illegal to play, for it was considered a gambling game.

The ancient games of Japanese backgammon are still preserved today in the city of Kyoto. The old capital is the home of many temples, including the Hokyoji (Temple of the Dolls), where traditional Japanese games are still played. Playing backgammon with an elderly, shaven priestess in a Buddhist Temple in Kyoto has to rank as one of the most unique experiences anywhere in the world.

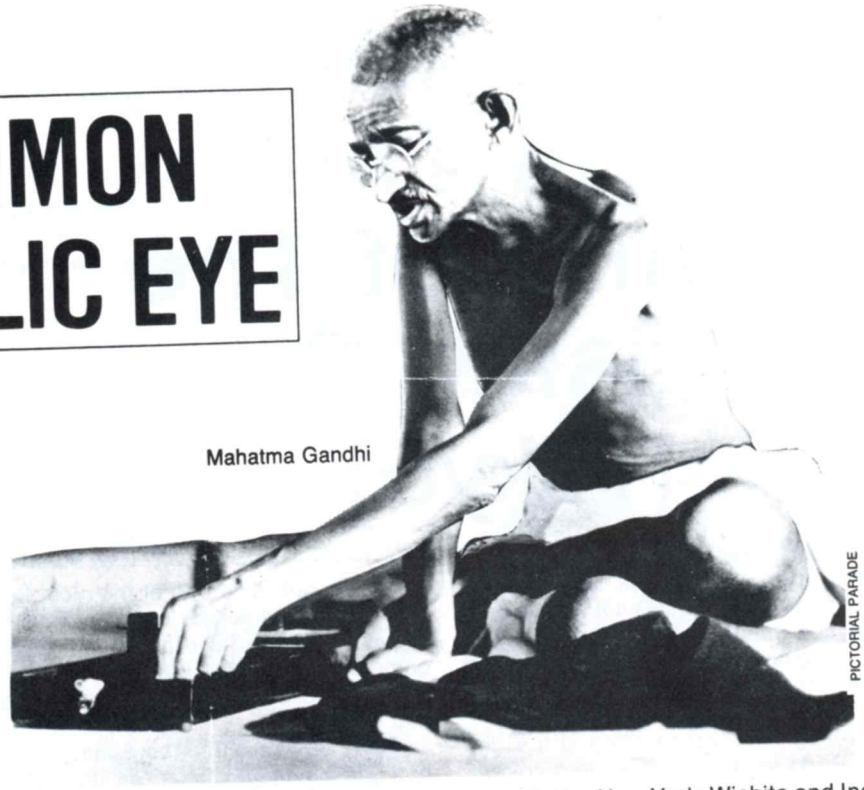
If you are interested in playing backgammon while in Japan contact the Backgammon Association of Japan. Their address is **Daini-Ishii Bldg. 32-3, 2-chome Shinkawa, Chuo-ku, Tokyo, JAPAN.** Or while in Tokyo, you can call the B.A.J. at **553-2006**. Mr. Hiroshi Kondo, the Secretary General of the B.A.J., can steer you in the right direction, or will be able to tell you in which bar the author of this article happens to be playing. ☆☆







BACKGAMMON IN THE PUBLIC EYE



Mahatma Gandhi

BACKGAMMON EROTICA: Barbara Ann is nineteen, from San Diego, and stark naked in the March issue of Hustler Magazine. Her favorite game, she claims, is backgammon.

Mark Barabak is a pen name for the Barbara something-or-other who wrote "The Newest Mania", a backgammon article that ciruclated over and over last year. Well, under this new pseudonym, she has recycled the same old piece and U.P.I. fell for it. You remember the aritcle — it's the one where Bill Boyd supposedly says, "When using the dice, the most improbable things can happen and usually do."

Howard Markowitz, doing his Bogart impression over a backgammon board, was pictured in the February Indoor Amusement feature in the Lerner Life Newspaper, Chicago. Co-owner Ida Weil, sitting across from Howard, unfortunately had her name mispelled and her picture was blurred.

Intelligent police have finally surfaced in Rockville, Maryland, of all places. In an article designed to promote the Washington D.C. Backgammon Club, Metro Police Gambling Squad Detective Charles Orman says, "We received a few complaints (backgammon-related), but they were from people who lost money. There's too much organized crime and bigger forms of gambling we must concentrate on." Bravo, Detective Orman. The Rockville Sentinel feature also makes Kent Goulding and Bob Paris sound pretty good. These two guys really understand the importance of publicity and good community relations.

On the other hand, dumb laws are still being enforced in St. Paul, Minnesota, where 300 players were barred from playing in a tournament at the Civic Center. This was because of an obscure, heretofore unenforced, state law that prohibited the presence of "dice" on the premises of an "on-sale" liquor establishment. The local papers raged against the authorities with such headlines as "St. Paul's Vigilance Spares Us from VICE" and "The Foolish Backgammon Ruling".

Who is Roberta Stark, and why is she getting so much ink in Florida newspapers? She claims to be the best female player in the Tampa Bay Area and is photographed a lot lounging with her backgammon board wearing her good-looking jewelry. She also is of the opinion that a talented player can earn at least $50,000 a year competing in tournaments around the country. Oh, yeah?

Mike Kloian continues to get full-page coverage for his group in the Plymouth Observer, probably because he writes a backgammon column for the same newspaper. In his latest interview he says, "Backgammon is the only socially perfect game." Good stuff.

Kim Brand has raised plenty of media hoopla with his backgammon computer. In the last month alone we have seen features in the New York, Wichita and Indianapolis papers. Of course, we never see the supposedly extraordinary computer, Aristotle. While customers patiently wait for their Aristotle, Brand is traveling to the Middle East on a Phillip Morris promotion with a $50,000 budget. No wonder he calls his company Intelligence Systems.

Not much on television this time around, although a Love Boat (1-27-81) segment had a retired hooker playing backgammon on board. She must have had sophisticated clients.

Did you know that the 1951 movie **The Mating Season**, starring Gene Tierne, depicted high-society backgammon? This so-so movie went as far as to comment on the rules of backgammon etiquette. Does anyone remember the Ginger Rogers/Lucille Ball movie in which backgammon was played?

Everytime some gung-ho vice squad wants to raid a "pip-gathering," they should be shown this picture of the peaceful Gandhi and his backgammon board. ☆☆

FUN FACTS
DID YOU KNOW:

- Backgammon columns in newspapers are not a modern phenomenon? The New York American heralded its daily backgammon column with full-page ads in 1930. The promotion encouraged readers to buy the American and read "Harold Thorne's column on the Game of Ancient Kings." It also promised that the daily feature would be clear and fascinating.
- That the best books on backgammon are French? Many of the 19th century books on backgammon were written in France during that country's backgammon craze. We are told by experts that even today, these books are exceptional.
- The longest match ever played at the World Amateur Backgammon Championships was five-and-a-half hours?

Announcing A New Club

BACKGAMMON CLUB OF SAN FRANCISCO

777 Jones
San Francisco, S.E., CA 94109
(415) 474-7328

- A Private Club
- Pleasant Atmosphere
- Easily Accessible

Directors: Beth Spillman
Nick Maffeo
Tim Behr





MAGRIEL BRILLIANT IN ORLANDO VICTORY

by Laura Mirsky

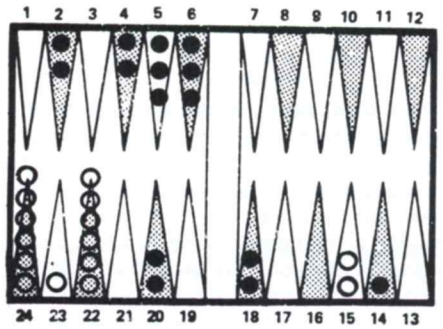
The American Backgammon Association kicked off its 1981 Eastern Tour (February 19-22) with a $25,000 guaranteed Florida Citrus Backgammon Championship at the beautiful Hyatt Disney World Hotel in Orlando, Florida.

Taking home $10,000 of the $36,000 main event money was none other than 1978 world champion Paul Magriel of New York, besting Kathy Posner of Atlanta in the seventeen-point final. Milton Flack of Atlanta was third, with Vic Hunter of Miami fourth in the double-elimination event.

First prize of $4,000 in the intermediate was claimed by Jerry Elam of Clearwater, Florida, with Bob Carpenter of Tampa second. Jim Painter of Clayton, MO was third and Jack Launenon of Palm Harbor, Fla. was fourth.

The doubles prize was claimed by Lee Genud and Larry Meyers, with Milton Flack and Karen Berg second. Beginners was won by Robert Bieder from the Bronx, with Dan Schmelzinger of St. Petersburg second.

The true brilliance of Paul Magriel's play is illustrated by the following play with the score 14-14 in a fifteen-point match. Paul is ● and has rolled 1-4:



He immediately moved the four, 14 to 10, and then contemplated the one. Most of the open players standing around mentioned in hushed tones they would continue the checker to the nine-point, instituting another builder for the three-point, while eagerly awaiting the impending double shot.

As Paul was pondering the one, another realization hit the audience, and the hushed "He's going to split the back men" sent an electrifying excitement throughout the kibitzers. It suddenly became apparent to all that the hesitation on Paul's part resulted in his computation of the odds of splitting one of the back men.

Some of the New York "heavies" immediately whispered, "Split 18 to 17". The local Florida players said, "No split whatsoever, too dangerous". The crowd was surprised as a whole when after six to eight minutes of mental analysis, Paul moved 20 to 19!!!

Two of our local open players took paper, pencil, and twenty minutes to completely analyze the move — Paul was absolutely correct. The splitting of 18 to 17 was worse than standing pat, but the splitting of the rear men increased the chances of triple shots by eighteen numbers while keeping the good shots of Kathy to an absolute minimum. The analysis of the three different moves is as follows:

	STAND PAT	SPLIT 18 to 17	SPLIT 20 to 19
Excellent Rolls	2	3	2
Good Rolls	2	11	2
No Shot	8	1	3
Single Shot	2	3	3
Double Shot	18	4	4
Triple Shot	4	14	22

Now I want the thousands of intellectuals out there to realize that I am not an expert analyzer; and I'm sure that numbers like 2-1 could be considered good, especially in the 18-17 version, but I still counted it as a no-shot number. Also the 3-5 in the 20-19 split I counted as a single shot due to the duplication factor.

No one could possibly not appreciate the true genius of a Magriel being able to go through such a complicated position in a few minutes and come up with such a super move.

To verify those of you who contend that the backgammon Gods do not honor good plays, Posner immediately countered with a roll of 2-2. This roll is listed in all versions as a good roll.

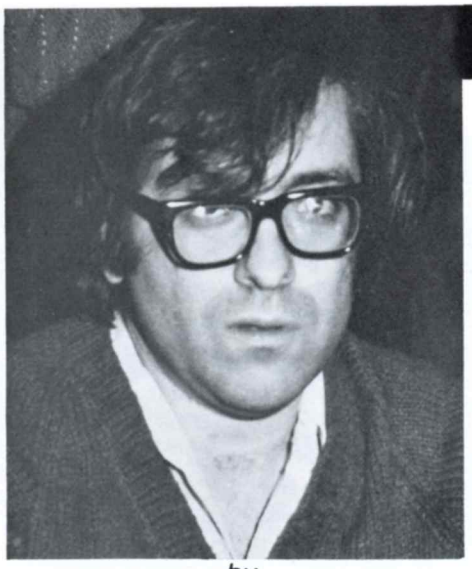
This, however led to additional analysis by the observers, who by now were looking for all kinds of subtleties. Kathy contemplated the moving of one man 10-2, hitting the blot on the six-point and covering the two-point, but rejected that play and moved two men 10-8 and two men 3-1.

Most of the kibitzers thought the first play was right, including this writer. It left Paul thirteen hitting numbers but, had the advantage of playing with one blot and hit was not a sure winner. However, the subsequent analysis was extremely complex because it depended on what Paul rolled if he did not hit.

To make a long story short, Paul made his three-point on the next roll and Kathy rolled 3-2, a very bad number regardless of the way she played the double 2's. Paul now had twenty shots to hit, but the Gods were not kind this time and gave him boxes (6-6).

Kathy replied with 5-5 and won the match, sending Paul into the loser's bracket where he proceeded to beat George Flack, met Kathy again, where he defeated her first in a fifteen-point match and then in the seventeen-point final.

The final match was videotaped by Craig Tyndall, director of the Georgia Backgammon Association. Anyone interested should contact Craig in Atlanta for details. ☆☆



Last Chance Match

by
Kit Woolsey

This match was a first-round last chance match in the Chicago Black & White Tournament last year between Nick Ballard and myself. Thanks to Elliot Winslow for recording the match.

Match to 5 points.

Game #1		Woolsey 0 (blk.)		Ballard 0 (wht.)
	Roll	Play	Roll	Play
1.	2-1	13-11, 6-5	4-1	1-5x, 1-2

An interesting alternative for WHITE is 1-5x, 17÷18, duplicating BLACK'S 6's.

2.	3-1	Bar-22, 6-5x	4-1	Bar-5x
3.	3-2	Bar-22, 13-11		

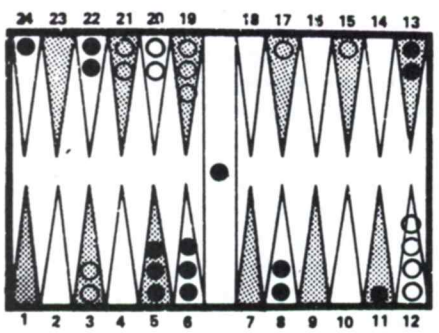
More popular would be Bar-23, 8-5x, fighting for the five-point. BLACK'S choice guarantees a strong position regardless of the next few rolls.

4.	6-3	11-5x, 8-5	3-1	Bar-3, 2-3
5.	5-3	13-5	2-1	12-15
6.	3-1	24-20		

24-23, 11-8 is a good alternative. The actual move is a dangerous fight for the twenty-point, but BLACK'S position is strong enough to afford the risk.

7.	6-4	--	3-1	17-20x,19-20
8.	Take	Double		

A sound double by WHITE — his position will be at least equal even if he gets the worst of the next exchange, and it could get very strong quickly. However, BLACK'S take is also sound. His position is well-balanced, he has a defensive anchor, there is little danger of a blitz, and WHITE still has two men to escape (diagram 1).



			5-3	12-17, 15-18

WHITE decides that he doesn't have the ammunition for a blitz, so he goes for the prime.

9.	6-1	Bar-18x	6-5	--

In one exchange, BLACK has achieved near-equality.

10.	6-1	24-18, 11-10	4-3	Bar-7
11.	5-1	10-4		

An interesting choice. 13-7x is reasonable, but this is not the time to play with three blots.

			3-2	7-12
12.	6-4	8-4, 8-2		

Leaves an awkward position, but running from the twenty-two point with the blot in the inner board would be very dangerous.

			5-3	12-20
13.	6-4	22-16, 22-18	4-2	12-16x,19-21
14.	5-1	Bar-24, 18-13	4-4	16-24x,20-24
				3-7

A tough choice. The timing has swung to BLACK'S favor, so WHITE tries to bring his men around while BLACK is on the bar rather than get involved in some kind of holding game by making the seven- and sixteen-points.

15.	3-2	Bar-23, 5-2	5-3	7-15

Duplicating 3's. The alternative of burying a man to the ace-point is just too awkward.

16.	6-2	13-5	4-1	15-20
17.	3-2	6-3x, 5-3	4-2	--
18.	Double		Pass	

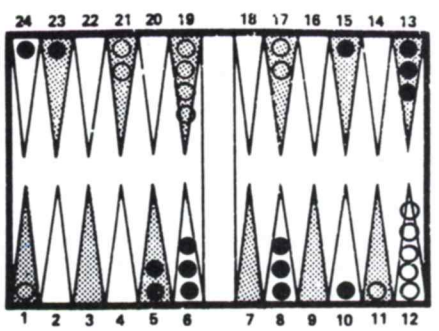
	Woolsey 2		Ballard 0

Game #2		Woolsey 2		Ballard 0
	Roll	Play	Roll	Play
1.	3-2	13-10, 13-11	4-2	17-21, 19-21
2.	5-4	24-15		

It would be hard to imagine a worse roll. Perhaps WHITE should double now at the match score, since BLACK'S position could disintegrate in one roll.

			6-4	1-11x
3.	1-1	Bar-23, 6-5(2)	Double	
4.	Take			

Again a proper double, particularly behind in a short match, since WHITE'S position can get very powerful. However, BLACK'S game is quite sound, so he must take (diagram 2).



			1-1	19-20(2), 11-12, 1-2
5.	5-2	15-10, 24-22	6-3	12-21
6.	6-1	13-7, 8-7	4-1	12-16, 21-2x

BLACK'S position is getting strong fast, so WHITE attacks, taking advantage of his stronger inner board.

7.	3-3	Bar-22x, 13-10, 13-7		

Making the four-point is attractive, but the last 3 would be extremely awkward.

			4-1	Bar-1, 12-16
8.	6-5	8-2x, 7-2	2-1	Bar-3

A risky play, since BLACK will be eager to attack now that he has made his two-point. Bar-1, 12-14, getting an extra builder for the bar point would be safer.

9.	6-4	10-4, 8-4	3-3	12-18(2)
10.	3-2	6-3 hit, 10-8		

The only real hope of winning frontwards is that White enters on the one-point and Black can win the battle of the primes.

11.	6-4	7-3, 8-2		

Diversifying the 3's and 1's.

12.	3-2	10-8,7-4	6-1	1-8 hit
13.	6-6	--	6-2	1-7,15-17
14.	6-4	--	3-2	17-22 hit

Quite correct. With two men in the outfield, White is in little danger of losing the priming battle even if hit.

16.	4-2	Bar-23	6-6	7-19,8-20
17.	5-3	6-1,4-1	5-1	16-22
18.	6-4	5-1	6-2	18-20,18-24
19.	5-4	23-14	2-2	17-21(2)
20.	5-2	14-7	3-1	22-Off,24-Off
21.	1-1	7-5,2-1(2)	6-3	19-Off,21-24
22.	5-1	23-17	4-1	21-Off,24-Off
23.	4-3	17-10	6-3	19-22,19-Off
24.	5-4	10-6,23-18	6-5	20-Off(2)
25.	5-1	18-12	6-3	20-Off, 22-Off
26.	6-1	12-6,1-Off	4-3	21-Off,22-Off
		Woolsey 2		Ballard 2

Game	#3	Woolsey 2		Ballard 2
	Roll	Play	Roll	Play
1.	5-1	13-8,6-5	4-2	1-5 hit, 12-14
2.	6-6	--	Double	
3.	Pass			
		Woolsey 2		Ballard 3

This short game illustrates a major difference in cube strategy (match versus money play). In money play White's double would be premature and Black would have an easy take, but in a match at this score White's double is mandatory and Black's pass in probably correct. The reason is that a 3-2 lead in a five-point match is a very small lead, since the underdog has all the cube leverage in the next game. Consequently, at the 2-2 score doubles and passes come very quickly.

Game #4		Woolsey 2		Ballard 3
	Roll	Play	Roll	Play
1.	--		6-4	1-11
2.	2-1	13-11x, 24-23	4-1	Bar-1, 12-16
3.	6-2	24-16x	4-2	Bar-2, 12-16x
4.	5-3	Bar-20, 23-20	6-1	12-18, 17-18

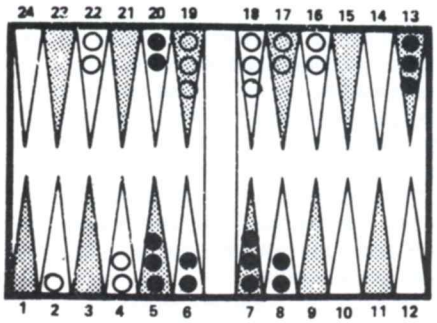
BLACK should probably double now, at this score. His position is secure, and if he makes his five-point on the next roll he might lose his market.

5.	6-4	13-7, 11-7	3-3	1-4(2), 19-22 (2)

The alternative of 1-4(2), 12-15(2) leaves WHITE in a very stripped position, so he prefers to conveniently unstack the nineteen-point.

6.	1-1	6-5(3), 8-7	6-4	12-16, 12-18
7.	Double		Take	

This type of double illustrates the cube leverage available to the player who is behind 3-2 in a five-point match. He has a clear but small advantage in the game, so he jacks up the stakes knowing that he doesn't have to fear a redouble. In addition, a gammon now helps BLACK, but not WHITE. If the positions were reversed, the player with the 3-2 lead could never double from BLACK'S position, as his opponent would take and send it back for the match (diagram 3).



8.	3-2	13-8	2-1	2-4, 18-19
9.	2-1	7-6, 5-3	4-2	17-21, 19-21

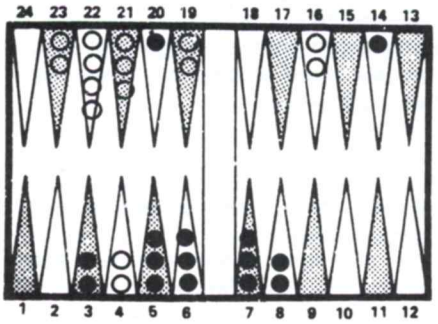
A good choice. In this type of double holding position, it is worth risking a shot to build one's board and keep a smooth position.

10.	4-2	13-7	6-2	4-10, 17-19
11.	5-2	13-8, 7-5		

Running with 20-13 would be unnecessarily risky. BLACK still has the timing advantage.

12.	2-1	5-3, 8-7	6-3	10-16, 19-22
13.	2-1	8-5	5-4	16-21, 19-23
14.	4-2	20-14	5-4	18-22, 18-23

A debatable play, since it gives WHITE something to attack when his position is about to crack, and 7-1 is reasonably comfortable. The advantage in BLACK'S play is that it covers the outfield and increases BLACK'S gammon chances (diagram 4).



			3-1	16-20x
15.	5-5	Bar-20x, 14-8	3-1	Bar-4

Much better than Bar-1, 16-19, which would risk a complete catastrophe if a 6 were rolled before a 3.

16.	4-3	20-16x-13	5-4	Bar-9
17.	4-1	13-9x-8	2-1	Bar-1, 22-24
18.	2-1	8-5	6-5	5-15
19.	3-1	7-3	4-1	15-19, 22-23

It might be better for WHITE to switch off the nineteen-point and save a 6. However BLACK'S position is also getting critical, so there is a lot to be said for keeping the strongest board.

20.	6-5	7-1x, 6-1	6-3	--
21.	6-1	8-2, 3-2	4-3	Bar-7x
22.	5-4	Bar-16	6-3	7-16x
23.	2-1	Bar-24x, 5-3	6-5	--
24.	6-3	25-15		

24-18, 8-5 would probably be stronger. At the risk of a few fly shots, BLACK could give himself the chance of picking up another man and increasing his gammon chances, and start clearing the eight-point while WHITE is on the bar.

			2-1	--
25.	4-3	15-11, 8-5		

Correctly playing off to 4-4 now to get the eight-point cleared fast.

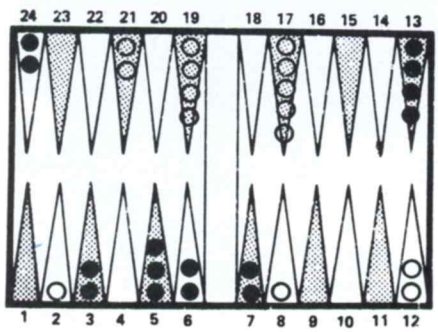
			4-1	Bar-4, 16-17
26.	6-3	11-5, 8-5	6-5	4-15
27.	2-1	5-3, 1-Off	4-4	4-20
28.	3-3	6-Off (2)	6-5	15-20, 17-23
29.	5-1	5-Off, 1-Off	6-4	4-14
30.	4-1	5-Off	5-3	14-19, 22-Off
31.	6-%	5-Off (2)	5-5	20-Off (2), 19-24 (2)
32.	6-2	5-Off, 2-Off	6-5	19-Off, 19-24
33.	6-4	3-Off(2)	6-1	21-Off, 24-Off
34.	6-4	3-Off(2)		
		Woolsey 4		Ballard 3

Game #5		Woolsey 4		Ballard 3
	Roll	Play	Roll	Play
1.	--		4-2	17-21, 19-21
2.	1-1	6-5(2), 8-7(2)	5-1	12-17, 1-2
3.	6-3	13-7, 8-5	5-1	12-17, 1-2

Linking on the opponent's two-point, usually a weak play, becomes much stronger when the opponent has released his eight-point.

4.	4-3	7-3, 6-3	6-5	2-8, 12-17

6-5 was a terrible roll. WHITE'S play risks the roof caving in, and overloads the seventeen-point. Perhaps superior is 12-18, 17-22, which leaves great potential if he gets away with it, and keeps a secure and balanced position if he gets hit (diagram 5).



5.	2-1	13-10		

An odd play, aimed at keeping all builders for the four-point. More normal would be 5-2x, keeping WHITE busy while he is trying to escape.

6.			2-1	8-10x-11
6.	5-4	Bar-20, 24-20	6-4	2-12
7.	5-1	13-8, 5-4	4-3	11-15, 12-15
8.	4-1	8-4, 7-6	6-3	12-21

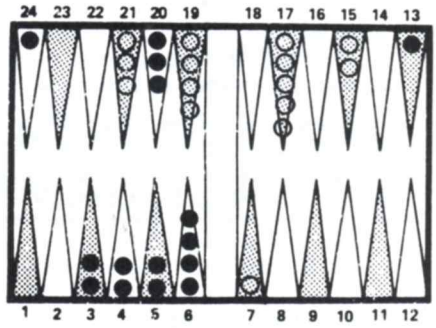
Clearing the back point. The alternative of 15-24x, clearing the fifteen-point and hitting the annoying man off the twenty-four-point is also quite reasonable. Both plays leave sixteen shots out of thirty-six numbers.

9.	3-1	13-12x-9		

Carefully diversifying return shots at the bar point.

			5-2	Bar-7x
10.	5-3	Bar-20, 9-6		

So much for diversification! This play, leaving the blot on the midpoint, makes it more difficult for WHITE to get by. BLACK doesn't necessarily mind getting hit here (diagram 6).



			5-1	7-13x
11.	3-2	Bar-22, 24-22		

There is something to be said for staying back on the twenty-four-point. BLACK'S play guards against a gammon, and still retains reasonable chances of getting a shot as WHITE clears up his outfield.

			4-4	13-21, 15-19 (2)
12.	6-4	20-14, 6-2	6-2	17-23, 17-19

The normal play, clearing the back point as fast as possible. However 19-21 might be better, for WHITE is in danger of a 3-squeeze.

13.	6-2	14-8, 6-4	6-2	17-23, 19-21
14.	5-3	20-12	5-1	19-24, 23-24
15.	2-2	4-2, 12-6	5-5	19-24(4)

and the roof caves in on WHITE!

16.	4-3	22-19x-15	5-5	--
17.	6-6	22-4, 15-9	5-2	--
18.	5-3	6-1, 4-1	--	
19.	6-1	20-13	--	
20.	6-3	8-5, 13-7		
21.	5-1	7-6, 9-4	--	
22.	3-1	4-Off	--	
23.	6-1	6-Off, 5-4	--	
24.	6-5	6-Off, 6-1	6-4	Bar-10
25.	4-2	4-Off, 2-off	3-3	10-19, 17-20
26.	3-2	3-Off, 2-off	6-3	17-20, 19-Off
27.	6-4	5-Off, 4-Off	6-4	20-Off, 21-Off
28.	6-1	5-Off, 1-Off	5-1	20-Off, 24-Off
29.	6-5	4-Off, 3-off		
		Woolsey 5		Ballard 3

☆☆

backgammon across america



Cavendish West

LOS ANGELES

The Cavendish West has started "added money" Open tournaments every Wednesday night, and after only three weeks has paid out more than $10,000.00 in prize money to the lucky winners. The added money is in the form of points which are being awarded on the basis of matches won, with prizes being awarded every three months to the top three Open players, and best intermediate finisher. First prize will be an all-expense paid (including entry fee) trip to the World Amateur Backgammon Championships in Las Vegas, Nev., June 9-14, 1981. Anyone interested in participating should contact the tournament director, Todd Vander Pluym at: **(213) 376-8843** - days or **550-1333** - evenings.

The Cavendish West also has beginner and intermediate tournaments every Tuesday night.

GAMBLING CITATIONS TRIP FOUR AT BACKGAMMON TOURNEY

Four men were cited for alleged gambling offenses Sunday by Portland police "undercover backgammon players" during a tournament in the Marriott Hotel.

Two Portland police officers entered the three-day tournament and played in it before issuing betting citations to three men from Washington state and a man from Eugene, said Lt. Dan Noelle, a police spokesman.

A hotel employee, Dan Wildasin, said the tournament was not sponsored by the hotel, but he did not know the name of the sponsor.

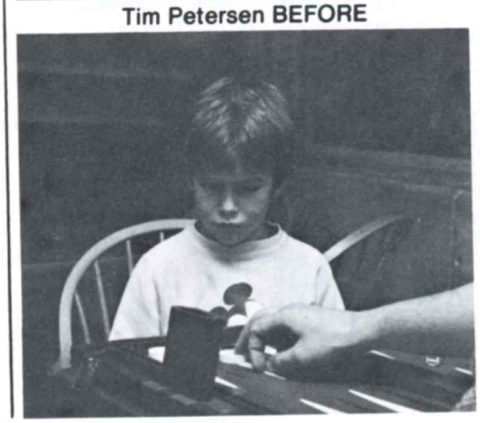
Richard Abner Packard, 53, of Gig Harbor, Wash., was cited on two counts of second-degree promotion of gambling and one count of possession of gambling records, Noelle said.

Also cited were **Ted Christopher Barr**, 32, of Bellevue, Wash., **accused** of promoting gambling in the seconi ·egree; Steven John Fredericksen, 24, ' ımner, Wash., accused of engaging in **unlawful** gambling; and Richard Geranian II, 31, of Eugene, accused of engaging in unlawful gambling.

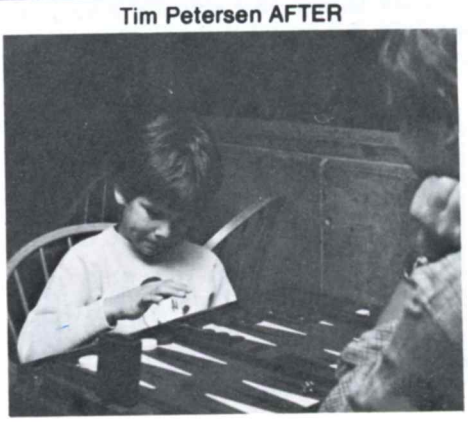
Noelle said the undercover players from the Police Bureau's Special Investigations Division reported that the alleged gambling activity occurred near the close of the tournament.

OMAHA CLUB RECRUITS YOUNG

Tim Petersen BEFORE



Tim Petersen AFTER



BACKGAMMON OUT IN VANCOUVER

Tourneys 'Violate Law'

The dice have rolled against the B.C. Backgammon Association.

The 200-member, non-profit association has been ordered to suspend all further backgammon tournaments on the grounds they contravene the gambling section of the Criminal Code.

Jim Taylor, provincial director of lotteries, said in Victoria he was forced to order that further tournaments be cancelled after police informed him they were illegal.

He said police in the past approved the licences, but believed officials are growing concerned at the growth of tournaments and the likelihood of betting.

"Tournaments in the past have been limited operations," he conceded, "but backgammon can become a monstrous gambling operation."

Association president John Pozer argued that the association rules strictly prohibit gambling at tournaments.

Supt. Tom Herdman, head of the police investigation section, said it was possible the gambling provision was overlooked when past tournaments were approved.

"Officers may not have been aware," he said, "but it's not authorized under the Criminal Code and is, therefore, illegal.

Section 189.1 of the code provides for a maximum two years imprisonment for anyone who "induces any person to stake or hazard any money or other valuable property or thing on the result of any dice game."

Pozer said provincial lotteries officials, acting on the advice of Vancouver city police, informed him that backgammon — a dice game of skill and chance — is illegal in tournaments because contestants pay a $10 to $15 registration fee.

Tournament proceeds go toward prize trophies, room rentals, and general operating costs of the association, as well as to charity groups.

Pozer, owner of a Hornby Street games store, is puzzled why the lotteries branch has granted tournament licences on a regular basis since the association was formed three years ago.

He said tournaments are held about every two months in Vancouver, and attract about 125 players.

MINNESOTA

The growing interest in backgammon across the country over the past few years is evidenced in part by the success of the St. Paul-Minneapolis Backgammon Club, particularly since 1978, during which time membership, tournaments, and club playing times have doubled. All of the credit for the enviable growth our club has experienced goes to Club President Lee Silverstein, who organizes weekly tournaments, hosts sessions of informal head-to-head play and chouettes, promotes special backgammon events, and directs three major seasonal tournaments.

Our expanding membership and the growing competence of our young contestants has loosened the grip of dominance the more experienced players once enjoyed in the club. Credit for this should go to enthusiasts, such as George Brandt, who have given generously of their time and skill in teaching the finer points of the game to our members, and to Club Adviser Barclay Cooke, whose visits are a pleasure and an inspiration. No other spokesman for the game so articulately conveys a sense of its powerful uncertainty, and certainly no other player competes with such lethal delight.

The Club's major tournaments correspond closely with local celebrations. The Minneapolis Aquatennial, a ten-day festival of beauty queens, milk-carton boat races, and other watersport events, provides an exuberant background for our Club's Aquacube Tournament. On the calendar's flipside is St. Paul's break from the grip of winter, the Winter Carnival, the scene for the Winter Carnival Tournament (the only problem is how to keep the ice off the dice!).

In the fall, the Minnesota Rennaissance Festival provides a romantic and authentic historical setting for the ancient game of backgammon, and besides, it's safer to joust over the tables than on a black charger! While playing on hay bales you will never be distracted by the belly dancers, jugglers, minstrels, pantomimists, magicians, royalty or the town crier.

On the occasional basis $100.00 entry-fee tournaments are conducted for champions only, complete with calcutta.

Weekly Thursday night tournaments offer both advanced and intermediate divisions, and alternate between Minneapolis and St. Paul. In St. Paul the University Club of historic Summit Avenue is the site of action. Our host in Minneapolis is D.B. Kaplan's, a restaurant in Butler Square.

Out-of-towners are welcome at all club events and we look forward to meeting them. For more information write: **The Backgammon Club, c/o Lee Silverstein, 1658 Watson Avenue, St. Paul, Minnesota 55116.** Or call Lee at **612-698-4436.**

By David Hanold and Shuman Lee, club members.



SANDY BINGEN & DAVE UTERMARK

UTERMARK'S *Pub Club West*

Backgammon is expanding in the Chicago area. Dave Utermark, tournament director of the Pub Club West in suburban West Chicago, holds weekly tournaments and a Sunday afternoon tournament once a month.

The entry fee for the Sunday tournament includes brunch, which offers a diversified selection of deliciously prepared food, tempting to the palate. The Sunday tournaments begin at noon with the brunch, and provide a pleasant way to spend a normally lazy afternoon.

The manner in which byes are given is most appealing and fair to all. When time permits, byes are awarded by pulling names from a box.

Dave Utermark, alias Mr. Backgammon, is a one-man crusader in promoting backgammon in the western suburbs of Chicago. He has designed and printed monthly schedules of backgammon tournaments, writes a newsletter, and professionally displays these and other items in a special rack he systematically constructed to be easily accessible to all.

Newcomers to Utermark's tournaments are taken back by the fact that he looks exactly like Kenny Rogers. In fact, if the real Kenny Rogers is as nice a man as his publicity claims, then Dave Utermark is certainly a clone.

Rochester Update

The winner of Rochester Backgammon Players Association Fourth Annual Championship of Rochester was hometowner, Alec Forrester (1979 Green Mountain Winner). The two-day, double-elimination tournament was a great success, and included competitors from Buffalo, Syracuse and Canada. Second place — Mike Labins (Syracuse) third and fourth places — Bill Tallmadge (Buffalo) and Gary Jay (Rochester).

Summer activities will include a backgammon weekend: Annual Picnic on July 10 and Thousand Islands Tournament on July 11 (locations TBA). Winners of this tournament will receive an all-expense paid weekend at the Thousand Islands Club, Alexandria Bay, for their tournament on July 31 - August 2 (will Abbie Hoffman be there?) Rochester Backgammon Association members are especially looking forward to this event — last year they capture the top eight places and hope to do it again!!!

1981 U.S. GOLD CUP — WASHINGTON D.C.

The ABA and Orrill Martin promised $100,000 for this tournament - Lord knows how it was done, but they met their goal. Of course, this included:

Championship	$60,400
Intermediate	23,100
Doubles	10,240
Special Pools	8,415
Total	$102,155

Everyone was holding their breath on this one but it came off. Someone winked and Bernie Pygon won Intermediates. In the Championship sections the results were:

Erik Seidel		
Baron Ball	Ball	
Sandy Lubetkin	Lubetkin	Lubetkin
Mike Valentine		Harrington
David Leibowitz		
Dan Harrington	Harrington	Harrington
Billy Eisenberg	Eisenberg	
Fred Chamanara		

$30,000 AT THE 5th ANNUAL BLUEGRASS REGIONAL TOURNAMENT

Larry Strasberg did it again. Nearly two hundred enthusiasts attended from coast to coast. The hotshots really miss a bet if they're not hip to this annual event. This tournament was well-organized and well-financed. The results were as follows: Championship 1st - Rick Reahard (Indpls.), 2nd - Van Vandiver (Indpls.), 3rd - Bernie Pygon (Chicago), 4th - Jim Gibbs (Chicago), 5th - Kathy Posner (Atlanta), 6th - Jerry Ungar. Intermediate was won by Stanley Steele (Chicago) with second going to Bob Trip (Michigan). The team event was won by Darrel Marcus, Bentley Fender and Lee Genud (well, well, well). The Novice Champion was Valerie Morgan. Bet this tournament will be twice as big next year . . .



M. SCHOPF & E. PRANDSTATTER



H. ROSENBERG



E. OBERMAYER & M. ROSZANY

VIENNA...AUSTRIA

German Backgammon Championship

Hotel Bayerishcher Hof, Munich



Roland Jakober

Sowieso is a bar and a restaurant in Vienna. In the same building is a gambling club. It is called the SOWIESO BACKGAMMON CLUB. Responsible for this club are Edith and Harald Prandstatter.

Every Sunday they hold a quaint tournament which starts at 6 p.m. Every second month they arrange a bigger contest, and once a year they plan to hold an international competition.

At the first tournament the added prize money was $800. The results were as follows: Winner - Erich Obermayer, Finalist - Michael Roszany, Semi-Finalists - Andreas Rechel and Mr. Schopf, Ladies Prize - Christine Schubert, and Jackpot Winner - Nat Rosenberg.

They also welcome all foreigners who are on a business trip or on holidays in Vienna.

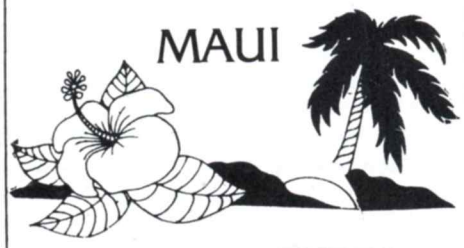
MUNICH

Some of the world's best backgammon players met for the fourth European Backgammon Championship at the Hotel Bayerischerhof in Munich. Among the celebrities who played in the event was soccer star Fritz Kunzli (center forward) of the Swiss National Team.

RESULTS CHAMPIONSHIP: winner - Thomas Muller (Zurich), Finalist - R. Salema (Lisbon), Semi-Finalist - Axel Schantz (Munich) and Dr. Hacker (Munich). CONSOLATION: Winner - Prof. Heinrich (Bremen), Finali - David Ben Zion (Tel Aviv), Semi-Finalist - H.J. Bud-Monheim (Berlin), and H. Michaelides (London). LAST CHANCE: Winner - R. Hubert (Zurich), Finalist - U. Zographos (Lausanne).



MAUI



CABLE FEATURES BACKGAMMON

Arnawood Skenderian is hooked on backgammon. He helps promote the game with all his energy. His Maui Advertiser Magazine carries an Insider's Backgammon column in every issue.

Now he is involved with the group that has brought Cable Network Channel 7 to Maui; the first thing he did was find a way to program backgammon. Backgammon news and hints will be part of the prime-time show called Mauivision. During the magazine segment of the show, there will be backgammon news as well as plays. The excerpts will run three to five minutes; it will be the first time that backgammon will be on television on a commercial station. All previous shows (Hamilton and Brantford, Canada and Portland, Oregon) have been hour-long segments, but only on Public Service stations.

The Far East and When In Japan

●土浦バックギャモン協会
☎ (0298) 24—3856 day dream 内





●大阪バックギャモン協会
☎ (06) 372—7701 キディランド
大阪梅田店内

●小樽バックギャモンクラブ
☎ (0134) 23—3288 瀬戸外科医院内



●札幌バックギャモンクラブ
☎ (011) 231—0076 坂本歯科医院内



and Europe

SWITZERLAND

Casino Divonne - Seventh Grand Prix of Backgammon

The annual tournament again attracted over 200 players. Is it the added prize money of 25,000 francs, the horseracing, or the proximity of Geneva and its famous bank accounts that make this event an ever-growing success? Divonne is located fifteen minutes from downtown Geneva, but on French soil.

RESULTS CHAMPIONSHIP: Winner - Freddy Narboni (Lausanne), Finalist - R. Moghrabi (Geneva), Semi-Finalist - H.J. Bud-Monheim (Berlin) and Dr. P. Bimes (Toulouse). CONSOLATION: Winner - R. Zehil (London), Finalist - G. Duruz (Lausanne), Semi-Finalist - R. Daignan (Paris) and H. Aalai (Lausanne). LAST CHANCE: Winner - G. Avramidis (Athens), Finalist - R. Caprio (Milano). LADY'S PRIZE: Winner - K. Wright (New York). JACK POT: Winner - R. Rosenzweig (Hamburg), Finalist - M. Beattie (Colorado). JUNIOR: Winner - Alberto Da Pra (Milano).



left to right: **R. Jakober—F. Narboni (Winner)**

GROSVENOR

London's New Backgammon Club

The Grosvenor Backgammon Club, at 49 Grosvenor Street, just off Grosvenor Square, is the first club in Britain to be formed exclusively for backgammon. A handsome drawing-room on the first floor of the Sesame Club has been equipped at a cost of over £10,000, with the best possible lighting and design. The Sesame is a large residential club, with a restaurant, bistro, and numerous bedrooms. The St. James's Bridge Club has a card room on the same premises and the backgammon club is a division of the bridge club.

The moving spirit of the new club is Terence Reese, the famous bridge player and author of more than fifty books on bridge, poker, canasta, backgammon, and casino games. Mr. Reese is chairman of the backgammon committee. His wife, Alwyn, played a leading part in the design and promotion of the new club.

The club is open every day from 3:00 p.m. Charges are moderate and the club does not follow the dubious practice of increasing charges in proportion to the stake. The following knock-out tournaments are held:

First Monday and Tuesday of every month, a £50 tournament played over two days with an auction and a consolation event.

Every Friday, an open £ tournament.

Every Wednesday, a £10 tournament, experts barred.

All tournaments are 8.0 registration for 8.30 start.

Visitors can book bedroom accommodation, mostly single rooms, at half current prices in the West End. The phone number of the Sesame, with an extension to the backgammon is **01-629-4473.** ☆☆



Grosvenor Backgammon Club

ONE DAY SEMINAR

9:00 am - 5:00 pm

CREATIVE TAX PLANNING

by

FRANK B. GALLAS
Certified Public Accountant

SEMINAR OUTLINE

9:00 - 10:00 a.m.	- ORIENTATION- CREDENTIALS OF SPEAKER
10:00 - 11:00 a.m.	- GOALS OF TAX PLANNING
11:00 - 12:00 a.m.	- TAX SHELTERS
1:00 - 2:00 p.m.	- REAL ESTATE
2:00 - 3:00 p.m.	- SELF-EMPLOYMENT
3:00 - 4:00 p.m.	- ESTATE PLANNING
4:00 - 5:00 p.m.	- GAMBLING WINNINGS

Fridays: July 10 & 24

1912 SO. MARYLAND PKWY.
Las Vegas, Nevada

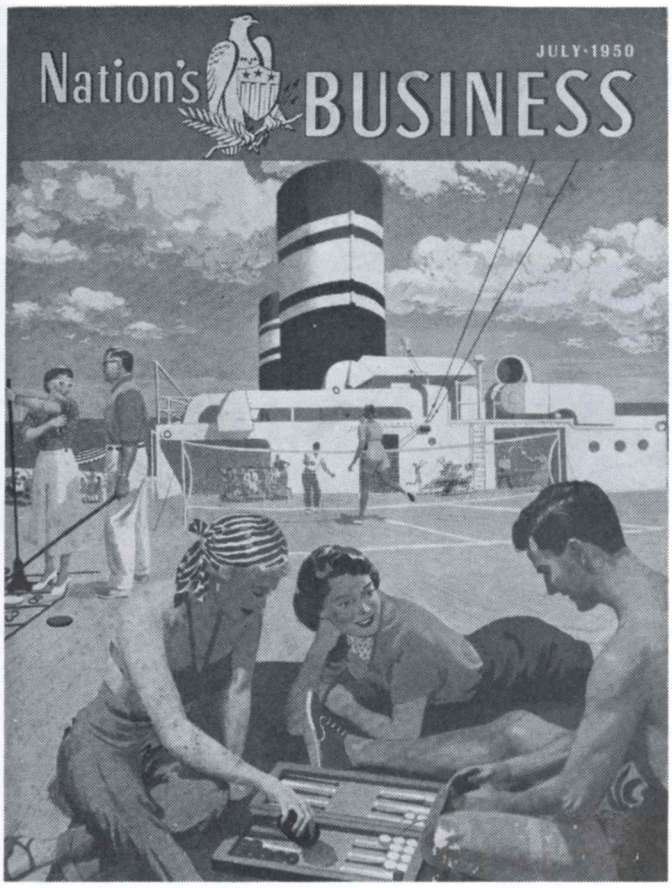
— FOR RESERVATIONS —

Phone (702) 733-8205

Only $150.00 For The Entire Day

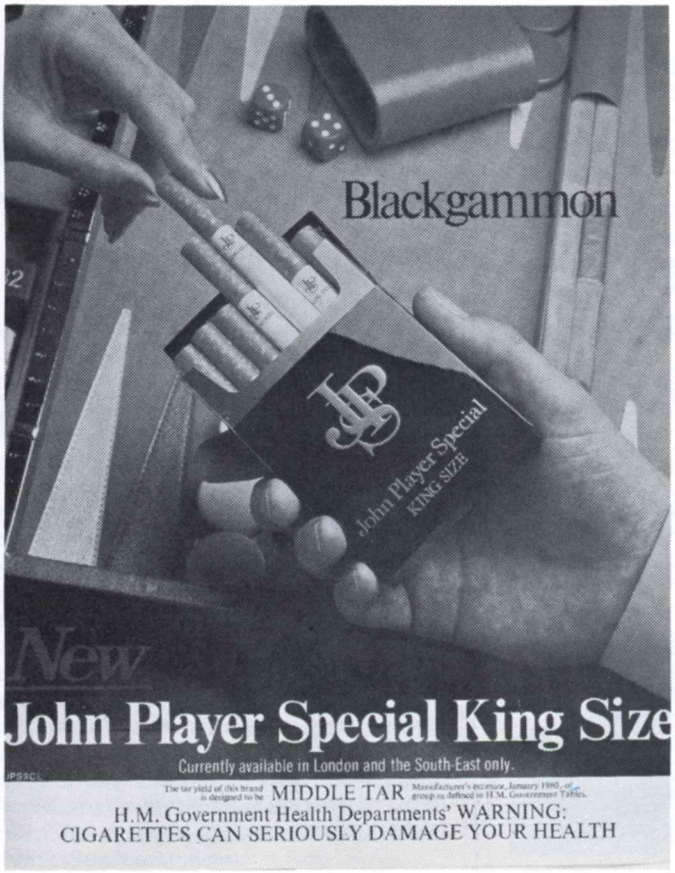
TAX DEDUCTION

Under IRS Regulation 1.162-5, an income tax deduction may be allowed for expenses of education (registration fee, travel, meals and lodging) undertaken to improve skills required in one's employment or other trade business.



BACKGAMMON IN ADVERTISING

Madison Avenue continues to use backgammon appeal to sell products. Not through backgammon publications, of course, but through backgammon. The two ads shown here were so unusually appealing that we made room for them in this issue. Try to imagine them in color.



ARIZONA

1. Glendale
STUDIO 44
BACKGAMMON CLUB
Avi Yeshus (602) 931-7491
2. Phoenix
PHOENIX
BACKGAMMON CLUB
Backgammon Mike
(602) 264-2386

CALIFORNIA

3. Lancaster
ANTELOPE VALLEY
BACKGAMMON CLUB
George Photias (805) 948-7611
4. Sacramento
RIVER CITY
BACKGAMMON ASSN.
Jim Stern (915) 392-1396
5. San Diego
BACKGAMMON CLUB
OF SAN DIEGO
Roy Springer (714) 460-9910
6. San Francisco
PACIFIC BACKGAMMON
ASSOCIATION
Nick Maffeo (415) 668-4661
7. San Jose
CAMPBELL BRIDGE
& BACKGAMMON
Martin Miller (408) 378-3711

CONNECTICUT

8. Waterbury
CONNECTICUT
BACKGAMMON
Rob Roy (203) 755-9749

FLORIDA

9. Clearwater
AMERICAN BACKGAMMON
ASSOCIATION
Orrill Martin (813) 536-8712
10. Jacksonville
JACKSONVILLE
BACKGAMMON CLUB
Linda George (904) 733-2217
11. Sarasota
BACKGAMMON SOCIETY
OF SARASOTA
Louella Taylor (913) 365-6339

GEORGIA

12. Atlanta
GEORGIA
BACKGAMMON ASSN.
Craig Tyndall (404) 266-8957

HAWAII

13. Honolulu
HAWAII BACKGAMMON
PLAYERS ASSN.
Bernard Bergstein
(808) 533-2227
14. Honolulu
HONOLULU
BACKGAMMON CLUB
Fred Collins (808) 947-4140

ILLINOIS

15. Carbondale
SOUTHERN ILLNOIS
UNIVERSITY BG CLUB
Jim Gebas (618) 549-5555
16. Chicago
BACKGAMMON CLUB
OF CHICAGO
Valerie Valentine
(312) 782-0142
17. Chicago
TULEY PARK
BACKGAMMON CLUB
J.A. Miller (312) 928-7119
18. Downers Grove
PUB CLUB BACKGAMMON
Jeff Henry (312) 968-9081
19. West Chicago
PUB CLUB WEST
David Utermark (312) 932-0139

IOWA

20. Cedar Rapids
IOWA BACKGAMMON ASSN.
Tom Owens (319) 364-9236

AMERICAN ASSOCIATION OF BACKGAMMON CLUBS



KENTUCKY

21. Frankfort
FRANKFORT BACKGAMMON
CLUB
Michael S. Goddard
22. Louisville
LOUISVILLE
BACKGAMMON CLUB
Larry Strasberg (502) 451-3950

LOUISIANA

23. New Orleans
NEW ORLEANS
BACKGAMMON CLUB
Peter Ippolito (504) 282-9486
24. Shreveport
SHREVEPORT/BOSSIER
BACKGAMMON ASSN.
Ed Brister (318) 687-5336

MARYLAND

25. Baltimore
BACKGAMMON CLUB
OF BALTIMORE
Bob Addision (301) 744-6564

MASSACHUSETTS

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

MICHIGAN

27. Fenton
FENTON AREA
BACKGAMMON CLUB
Eveleyn Merecki (313) 360-0766

For details on the AABC write the Las Vegas Backgammon Club or call (702) 454-2403.

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.



NEW YORK

41. Rochester
BACKGAMMON BOARD OF ROCHESTER
Gary Jay (716) 482-4903

NORTH CAROLINA

42. Charlotte
CHARLOTTE BACKGAMMON CLUB
John Connor (704) 523-6328

NORTH DAKOTA

43. Fargo
RED RIVER BACKGAMMON CLUB
Ken Lien (701) 232-7755

OHIO

44. New Waterford
OHIO BACKGAMMON ASSOCIATION
Donald Eagleton (216) 457-7143

45. University Hts.
CLEVELAND BACKGAMMON ASSN.
Richard Jacobson (216) 371-2937

OREGON

46. Portland
PIPMASTERS BACKGAMMON CLUB
R.S. Kolemaine (503) 289-2309

PENNSYLVANIA

47. Philadelphia
CAVENDISH OF PHILADELPHIA
Lawrence Kagen (215) 878-5777

48. Pittsburg
PITTSBURGH BACKGAMMON ASSN.
John Brussel (412) 931-6800

SOUTH DAKOTA

49. Belle Fourche
BLACK HILLS BACKGAMMON CLUB
Mitch Norman (605) 892-4978

50. Sioux Falls
SIOUX BACKGAMMON ASSOCIATION
Gerald Mortimer (605) 332-4593

TENNESSEE

51. Chattanooga
CHATTANOOGA BACKGAMMON CLUB
David Harris (615) 267-6418

52. Memphis
BOMBAY BACKGAMMON CLUB
Mac Thompson (901) 726-6055

TEXAS

53. Houston
TEXAS BACKGAMMON ASSN.
Jim Howe (713) 493-4968

VIRGIN ISLANDS

54. St. Thomas
ST. THOMAS BACKGAMMON CLUB
Vernon Ball (809) 774-1829

VIRGINIA

55. Richmond
RICHMOND BACKGAMMON CLUB
Rasim Kasim (804) 740-4182

WASHINGTON

56. Seattle
PACIFIC N.W. BACKGAMMON ASSN.
Ted Barr (206) 285-6768

OTHER COUNTRIES

AUSTRALIA

Sidney
BACKGAMMON ASSN. OF SOUTH AUSTRALIA
Nicholas Begakis (08) 271-0275

AUSTRIA

Vienna
SOWIESO BACKGAMMON CLUB
Harald Prandstatter

CANADA

Alberta
CALGARY BACKGAMMON CLUB
Wayne Roberts (403) 265-9400

Alberta
WHITECOURT BACKGAMMON CLUB
Bud Ashmore (403) 778-2385

Brantford
BRANTFORD BACKGAMMON CLUB
Al Cooper (519) 753-5187

Hamilton, Ontario
HAMILTON SQUASH CLUB
Ernie Geisel (416) 527-1010

Sarnia, Ontario
BLUEWATER BACKGAMMON CLUB
Doug Bell (519) 542-3998

SPAIN

Barcelona
BARCELONA BACKGAMMON CLUB
Jorge M. Arque

28. Flint
FLINT BACKGAMMON CLUB
Carol Cole (313) 732-8594

29. Lansing
GREATER LANSING BACKGAMMON ASSN.
Bob Aldrich (517) 393-1025

30. Plymouth
AMERICAN BACKGAMMON CLUB
Michael Kloian (313) 459-5776

31. Southfield
CAVENDISH NORTH
Robert Ciaffone (313) 642-9616

32. Warren
GAMMON EAST
Barbara McCoy (313) 775-3695

MINNESOTA

33. Duluth
DULUTH BACKGAMMON CLUB
Ray Boisjoli (218) 724-2435

MISSOURI

34. Florissant
GATEWAY BACKGAMMON
Shirley Dunlop (314) 839-2365

35. Normandy
BEGINNER'S BACKGAMMON ASSN.
Frank Petty, Jr. (314) 521-8544

NEBRASKA

36. Omaha
FLINT BACKGAMMON CLUB
Carolyn Caniglia (402) 330-3333

NEVADA

37. Incline Village
VILLAGE BACKGAMMON CLUB
Bill Andrus (702) 831-4506

38. Las Vegas
LAS VEGAS BACKGAMMON CLUB, INC.
Michael Maxakuli (702) 454-2403

39. Reno
NORTHERN NEVADA BACKGAMMON ASSN.
Bill O'Brien (702) 826-3949

NEW MEXICO

40. Taos
NEW MEXICO BACKGAMMON CLUB
Steve Spellerberg (505) 776-2282

NEW ASSOCIATES

WHITECOURT BACKGAMMON CLUB



Bud Ashmore is special to us. He was one of the original members of the Las Vegas Backgammon Club. The days when he would struggle in the intermediate division are long gone. He now travels all over the world playing in the most prestigious tournaments. Home is no longer Las Vegas but Whitecourt, Alberta where he has started this new Canadian club. He joins the many other backgammon clubs that have flourished in Canada and have joined the AABC. You can contact Bud and the WBC by writing to: **P.O. Box 808, Whitecourt, Alberta. (403) 778-2385.**

CLEVELAND BACKGAMMON ASSOCIATION

Richard Jacobson, president of CBA, is a self-proclaimed addict. The thirty-year-old tax consultant confessed that he is hooked on backgammon. Jacobson, who has been playing six years, began to wonder why Cleveland had no organized backgammon for serious players. Spotting a void, he filled it with the CBA. Other officers include: V.P. - Austin Cox, Treasurer - Gary Pollack, and board members - Priscilla Anderson, Phil Hartong, and Gene Goebel. The group has prospered and already has the First Annual Cleveland Backgammon Tournament for Muscular Dystrophy under their belt. For information call **(216) 371-2937 or (216) 331-9923.**

BACKGAMMON SOCIETY OF SARASOTA

The Sarasota Backgammon Club was formed in 1975 as a non-profit social group. Current membership is approximately seventy members. Meeting night is Tuesday, with informal chouettes on Saturdays and Sundays. Louella Taylor, BSS president, is shown here at the 1980 Award Dinner. To contact the BSS or director **Louella Taylor** call **(813) 365-6339.**



CHARLOTTE BACKGAMMON CLUB



John Connor, pictured here, is organizer and director of the CBC. The club is community-oriented with two tournaments for charity on the agenda for 1981, the first of which was the "March of Dimes Backgammon Tournament."

The club membership includes some of North Carolina's finest players but encourages beginners at backgammon by offering free weekly lesons to its members. High, intensity chouettes are a favorite past time of the club and a good game can always be found.

Weekly tournaments are held every Sunday evening at 6:00 at Shenanigan's at 4715 E. Independence Blvd. in Charlotte. The public is always invited to the club's events. The CBD hotline is **(704) 523-5675**. Ask for **John Connor.**

SOWIESO BACKGAMMON CLUB



The American Association of Backgammon Clubs started out as a protective organization. It is now an international backgammon information and communications center. Remote clubs are especially in need of the connection to backgammon that the AABC and the BACKGAMMON MAGAZINE provide. **Harold Prandstaetter** directs just such a club in Austria. He tells us that the group is enthusiastic and capable. We don't know what Sowieso means, but we welcome him to the AABC. **Grashofgassee 1, Vienna, Austria**. More on this club in "Regional News" section. ☆☆

Compiled by V.H. Yanko

COMPLETE BACKGAMMON BIBLIOGRAPHY

(*) out of print
(pbk) if also available in paperback

(TITLES)

Advice To The Dicelorn. Kleinman, Danny. Los Angeles, CA: Danny Kleinman, 1980.

Alpha Backgammon. Ball, Baron Vernon. New York: William & Morrow Co. (pbk Morrow Quill), 1980.

An Introduction To Backgammon. Magriel, Paul. New York: Quadrangle/NY Times Book Co., 1977.

Backgammon. Clay, Robin. New York: David McKay Co. Inc., 1977.

Backgammon. Gibson, Walter. Baltimore, MD: Ottenheimer Publ. Inc. (pbd same), 1974.

**Backgammon.* Hooper, M.F.. :Barnes, 1941.

Backgammon. Kansil, Prince Djoli. Honolulu, HI: Victoria Publ. Ltd., 1974.

Backgammon. Magriel, Paul. New York: Quadrangle/NY Times Book Co., 1976.

Backgammon. Martyn, Phillip. London, England: Stanley Paul & Co. Ltd., 1976.

Backgammon. Stern, D. :Galahad, 1975.

**Backgammon.* Symonds, H.D.. London: Lee & Hurst, 1978.

**Backgammon & Draughts or Checkers.* Pardon, G.F.. New York: Frederick Stokes Co., 1849.

**Backgammon Book, The.* Jacoby, Oswald & Crawford, John R.. New York: Penquin Books (pbk same), 1970.

Backgammon Calculator. Moffet, J. :Doubleday, 1974.

Backgammon: Computer Computations For Exact Settlement Values And Doubling Decisions In The Late Backgame. Dahms, Gregory E.. Carleton University-Ottawa, Ontario. Pamphlet, 1978.

**Backgammon Elementary Moves.* Flinton, F.Y. :Winning Way, 1940.

Backgammon For Blood. Becker, Bruce. New York: E.P. Dutton & Co. (pbk Avon Books), 1974.

Backgammon For People Who Hate to Lose. Holland, Tim. New York: David McKay Co. Inc., 1977.

Backgammon for Profit. Dwek, Joe. New York: Stein & Day/Scarborough House, 1975.

Backgammon Games & Strategies. Tzannes, Nicholaos & Basil. Cranbury, NJ: A.S. Barnes & Co. Inc., 1977.

Backgammon – How To Play & Win. Carter, Donald. Los Angeles, CA: Holloway House Publ. Co., 1973.

**Backgammon In 20 Minutes.* Thorne, Harold. E.P. Dutton & Co., 1930.

**Backgammon – Its History and Practice.* Pardon, George Frederick. London: D. Bogue, 1844.

Backgammon – Know The Game. Copeland, W.H.. Yorkshire, England: E.P. Publishing Ltd., 1975.

**Backgammon of Today.* Longacre, John. Bell Publishing Co., 1930.

Backgammon: Or The Battle of the Friars, A Tragi-Comic Tale. Bellamy, Daniel. London: J. Wilford, 1734.

Backgammon Quiz Book, The. Kansil, Prince Joli. Chicago, IL: Playboy Press% Marilyn Adams, 1978.

**Backgammon – Rules and Directions for Playing the Game of Backgammon.* London: J. Harris, 1801.

Backgammon Rules & Rulings. Obolensky, A.. : MacMillan, 1974.

**Backgammon, Rules for the Standard Game and Modern Variations.* Springfield, MA : Milton Bradoet Co., 1930.

**Backgammon Standards.* Walling, William & Hiss, William Jr.. New York: Simon & Schuster Inc., 1930.

**Backgammon Tactics.* Thorne, H. : Dutton, 1931.

Backgammon (The Action Game). Obolensky, Prince Alexis & James, Ted. New York: MacMillan Publ. Co. Inc., 1969.

Backgammon The Cruelest Game. Cooke, Barclay & Bradshaw, Jon. New York: Random House Inc., 1974.

Backgammon – The Modern Game. Reese, Terence & Brinig, Robert. New York: Sterling Publ. Co. Inc. (pbk Cornerstone Library Books) 1976.

**Backgammon: The Optimal Strategy for the Pure Running Game.* Thorp, Edward O. Irvine, CA: University of California, Mathematics Dept., 1975.

Backgammon (The Quick Course to Winning Play). Stern, Don. New York: Simon & Schuster Inc. (pbk Cornerstone Library Books), 1973.

Backgammon to Win. Hattersley, L. :Award Books, 1974.

**Backgammon Up-To-Date.* Point, B. : De Larue, 1931.

**Beginner's Book of Modern Backgammon.* Bond, R.A.. :Sears, 1932.

Beginning Backgammon. Holland, Tim. New York: Reiss Assn. Inc., 1973.

Beginning Backgammon – A New & Pleasurable Method of Learning by Playing Against the Master. Holland, T. : Crown, 1975.

Better Backgammon. Holland, Tim. New York: Reiss Games Inc., 1974.

Challenger Backgammon. Bowden, Robert. Atlanta, GA: Sports Centers of America Inc. (pbk only), 1977.

Championship Backgammon. Cooke, Barclay & Orlean, Rene. Englewoods Cliffs, NJ, 1980.

**Clermont Book of Backgammon, The.* Dorel, David. New York: Winchester Press, 1975.

**Comic Backgammon.* Vail, Barry. Conde Nast Publ., 1931.

Competitive Backgammon (Vol. 1). Labins, Mike & Jerauld, Lloyd. New York: Competitive Backgammon Publications. (pbk), 1980.

**Complete Backgammon.* Richard, Walter L. : J.J. Little & Ives Co., 1931.

Dynamic Cube Strategy. Horowitz, Gary & Roman, Dr. Bruce. Beverly Hills, CA: Advanced Backgammon Enterprises, 1980.

Fell's Guide to Winning Backgammon. Gibson, Walter. New York: Frederick Fell Publ. Inc., 1974.

**Gammon: An Approach to the Concept of Strategy in Game Playing Programs.* Bushey, William E. (Thesis).

Goren's Modern Backgammon Complete. Goren, Charles H. New York: Cornerstone Library Inc., 1974.

**Harrap's Easy Guide to Backgammon.* Goldsmith, J.T. : Harrap, 1975.

How Good Are You At Backgammon. Tzannes, Nicolaos & Vassilios. New York: Simon & Schuster, Rockefeller Ctr., 1974.

**How to Play Acey Deucey.* Dillon, Jack. Albert Whitman & Co., 1943.

**How to Play Backgammon.* Hoyle, R. : Laurie, 1931.

How to Play Backgammon. Ratip, Arman. New York: Hamlyn Publ. Group Ltd., 1977.

**How to Play the New Backgammon.* Hattersley, Lelia. Country Life Press, 1930.

**Laws of Backgammon.* Racquet/Tennis Club. : Scrbner, 1931.

Lee Genud's Backgammon Book. Genud, Lee. Los Angeles, CA: Price/Stern/Sloan, 1974.

**Modern Backgammon.* England, F. :De Larue, 1930.

**Modern Backgammon.* Nicholas, Grosvenor. Henry Holt & Co., 1928.

**Modern Backgammon, The.* Boyden, Elizabeth Clark. New York: Harcourt, Brace & Co., 1930.

New York Times Book of Backgammon, The. Oswald, James & Jacoby, Mary Zita. New York: Quadrangle/NY Times Book Co., 1973.

Paradoxes & Probabilities. Cooke, Barclay. New York: Random House Inc., 1978.

Play Backgammon Tonight. Thompson, Dave. Las Vegas, NV: Gambler's Book Club, 1976.

Playboy's Book Of Backgammon. Deyong, Lewis. Chicago, IL: Playboy Press (pbk Playboy Press NY), 1977.

**Primer On Modern Backgammon.* Bond, R.A. : Caspar, 1936.

Proper Raising Points In A Generalization Of Backgammon. Keeler, Emmett & Spencer, Joel. Pamphlet. 1969.

Seven Popular Games Of Backgammon, The. Frantzis, Nicholas. Hicksville, NY: Exposition Press Inc., 1979.

**Taking Some Of The Luck Out Of Backgammon.* Eyre, W.D.. Ramapo Publishing Co., 1931.

Teach Yourself Backgammon. Clay, R. : McKay, 1978.

Underhanded Backgammon. Prager, Arthur. New York: Hawthorne Books Inc., 1977.

**Vanity Fairs Backgammon To Win.* Mabadi, George. Conde Nast Publ., 1930.

Vision Laughs At Counting. Kleinman, Danny. Los Angeles, CA: Danny Kleinman, 1980.

Win At Backgammon. Hopper, Millard. New York: Dover Publications Inc., 1941.

Winning Backgammon. Lawrence, Michael S. Los Angeles, CA: Pinnacle Books, Inc., 1973.

**Winning Backgammon.* Nicholas, Grosvenor & Vaughan, C. Wheaton. New York: D. Appleton & Co., 1930.

**Wonderful World of Backgammon.* Kleinman, Danny. Los Angeles, CA: Danny Kleinman, 1981.

THE THIRD DEGREE

We've Heard About the Plimpton Cup, the Cup of the Americas, etc. BUT, What is the Vietor Cup?

It is a private and elite affair. We've never been invited but we've heard it is held in San Diego. Eighteen years ago LA JOLLAN JACK VIETOR bridled a group of backgammoning bachelors, suggested a tournament and bought a silver cup. The Vietor Cup has become an annual gala — three days of serious playing, and a lot of contemplative abuse by distinguished gentlemen.

I Am Very Interested in a Book Called "Mystical Backgammon Secrets", Indicated in your October 1980 Copy under the title "Vibing The Dice."

We have received more requests for this imaginary book than any other publication promoted in our magazine. The book exists only in the minds of Jim Roderick and Bill O'Brien, directors of the Northern Nevada Backgammon Assn. We lifted the tongue-in-cheek article from their newsletter because it was so witty. These fellows should hurry up and write a book to go with their already successful title.

What Is Greek Backgammon?

Greek Backgammon, commonly called Plakato, is played like regular backgammon except for the following:

1. All fifteen of White's men are on the Black one-point, and all of Black's men are on the White one-point. All the men must move the full twenty-four points, in the same direction as they do in regular backgammon.

2. A player can stop on an opponent's man but he cannot remove the piece from the board — that is, the player can leave his man on his opponent's point and the opponent cannot move his man until the player moves his man off.

What are "Team Doubles" and/or "Tag Team Doubles"? We Asked Bill Robertie to Give us the Answer:

I should preface my description of the "team doubles" format by noting that it was not a terrific success. In general, the strong players like it, and the weaker players did not, so the club voted overwhelmingly to go back to the old consulting format. For the record, there is how it works:

1. Two players form a team.

2. To begin the match, each player starts a match against an opposing team member.

3. As soon as one player has more than half the number of points required for victory, he switches opponents with his partner. Both matches are then played to completion. Points won beyond match-point do not count. Total points determine the winning team.

4. In the event of a tie, a one-game consulting match is played.

The rule that points won beyond match-point do not count is quite important. We played without this rule, and some quite bizarre situations arose.

I've Heard Two Expressions Recently Around a Backgammon Board. They are "Bullet-Proof" and "No-Brainer." Whatever Do They Mean?

Both are descriptions of the other guy's game, never your own. "Bullet-proof" is the slotted man that never gets hit — the forever safe blot. A "no-brainer" is a game in which your opponent opens with, for example, the three/ace, followed by some useful double to effectively end the game in two rolls.

What are Scarne's Winning Rules of Backgammon?

We assume you mean John Scarne, the gambling authority, who has been trying to make the phrase "according to Hoyle" obsolete. Somewhere he wrote down the "Ten Things Every Winning Backgammon Player Must Know." We're not sure we agree, but here they are:

1. Learn the rules so thoroughly that you can recall them instantly and correctly.

2. The best form of practice is to play Scarne's Encyclopedia of Games alone. Many hours of enjoyment and heightened skill will be your reward.

3. Take your time and study each play thoroughly before making it.

4. Pay attention to your own game and try not to discuss your or your opponent's plays during the game.

5. Never touch a man (piece) until you are certain you are going to play it.

6. Don't take too great a risk during the game, because a good sound game is generally a cautious one.

7. Try and play with better players, as this is one of the best means of improving your game.

8. Do not rattle the dice or draw on the table when it is your opponent's turn to play — instead use that time to analyze the men on the board.

9. When moving a man, don't play hunches — play the odds.

10. Lose with good grace and sportsmanship, and remember that the main purpose of the game is entertainment. ☆☆

All or Nothing at All — a Basket Of Eggs



by Paul Magriel

Crockford's Club in London is one of that city's oldest gaming establishments. It was founded in 1828 by William Crockford, and included among its original members the Duke of Wellington and Prime Minister Benjamin Disraeli. Its most famous contribution to modern society can be traced back to the night that the Earl of Sandwich, not wanting to interrupt his gaming, slapped some beef on two slices of bread and so created the sandwich. Today, Crockford's actively supports backgammon at all levels. In addition to a major international tournament once a year, the club also holds local tournaments three times a week for beginners, intermediate,and advanced players. The diagrammed position occurred at one of the tournaments.

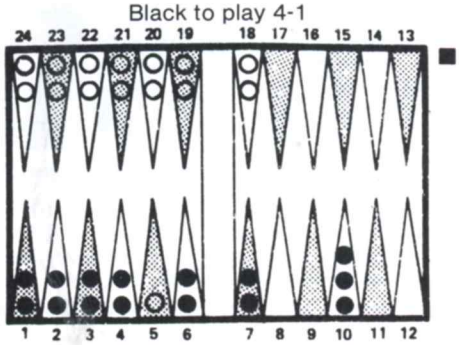
Black has already doubled and now has a 4-1 to play. White has a single blot on the five-point, which Black was tempted to hit. However Black is unable to do so without exposing himself to a direct return shot by White. Black was deterred by White's formidable home board — with six inner board points closed a return hit would instantly be fatal. Indeed, Black reasoned, "I'm winning, so why should I risk losing the whole game on a single roll?" Accordingly, Black played 7/6 7/3, safely bringing two men into his home board.

Black's reasoning was seriously in error. The correct play is 10/5*, hitting loose (unprotected) on the five-point. Black failed to appreciate that by attacking he could also *win the game roll on a single roll.* If he fails to come back in immediately, White will have virtually no chance. Black also fails to properly assess the danger of not hitting and allowing White to race. In fact, neither play is truly safe. To determine which one is best, the chances of winning in each space must be compared.

1. By hitting, the game is basically reduced to a one-roll proposition. Numerically, White's chance of rolling a 5 to hit Black is 11/36. Thus White will win approximately ⅓ of the time.

2. By not hitting, Black allows White to race. Before Black plays his 4-1 the pip count (the total number of units left) is identical. Therefore Black's lead in the race is very small indeed. In fact White's possession of the doubling cube effectively nullifies Black's lead altogether.

Black to play 4-1



Points are numbered 1 to 24, starting with Black's home board at the lower left. A move, for example, from the 6-point to the 5-point is written 6/5 (6/5° indicates in addition that a man was hit on the 5-point. 6/5 (2) means that two men were moved to the 5-point). The symbol ■ marks the position of the doubling cube.

Copyright • 1980 by Paul Magriel.

★★

Electronic Backgammon '81

by Steve Herman

If you look around, you will notice that almost every work or leisure activity is now influenced by the electronics and computer age. Even telling time and starting a car are done by pressing a button wired to some mysterious mini-computer, the size of a Rice Krispy. How long can it be before our favorite passion gives way to microprocessing and light emitting diode technology?

There is something to picking up a smooth backgammon stone from the felt and dropping it with an audible click onto the wooden bar. Will one day all of this be done with the push of a button the size of a raisin? Yes, it will. Millions of backgammon players, in fact, are even now passing the "cube" while playing backgammon games that are composed of tiny circuits and wiring, and flashing lights. I have even heard that there are people learning to play from scratch on these "boards." Imagine getting satisfaction from closing out an inner board by tapping a few tiny buttons, and watching their pips move in an orange glow!

Ah yes, the electronic backgammon games have arrived — and I must admit, there are times when these are handy little gadgets to have, whether at the beach or aboard a plane. In fact, many of these little electronic games add exciting new dimensions to the world of backgammon.



GAMULATOR IV — This little game is remarkable! Besides being an easy-to-play kleenex box-size game, it is also a computer. At the tap of a button, the Gamulator IV will give you your pip count, win chances, chances of hitting (or getting hit) on the next roll, chances of landing on the bar, etc. Any question you've ever had about the next roll, or the rest of the game, is answered with a percentage.

The Gamulator IV is the brainchild of Toronto computer consultant Andrei Sorin. Besides being a backgammon enthusiast for ten years, he holds a Ph.D. in Artificial Intelligence. At the Consumer Electronics Show, his Gamulator IV was well-received by European retailers, but Americans seemed to shy away due to the $300 retail price tag.

Look for the Gamulator IV on the market this spring — it will be distributed by Tryom, Inc.



MATTEL BACKGAMMON — This is another calculator-size game complete with a tiny electronic board. It is completely self-contained, and has six different levels of play!

The Mattel game uses Liquid Crystal Diodes (LCD's) to illuminate the board and the dice (plus a doubling cube). It runs off a standard nine-volt battery. The little bugger even emits a faint beep when it wants to double you. This game will likely become one of the best-selling electronic games ever. Mattel has a good product to promote; in fact, be prepared for a nationwide ad campaign featuring the game. A TV commercial ends with a handsome guy in an expensive white suit jumping out of an airplane. On the way down what do you think he's doing — pulling the ripcord? No way — he's too preoccupied with Mattel Backgammon!

The Mattel Backgammon game is programmed by Chuck Papazian. It's only right that he designed a hit in 1981, since his video backgammon game met with bad reviews last year, due to its lack of a doubling cube (the video game is still on the market... sans cube). You'll find that Papazian's new gem will fit in a purse or a suit pocket.

It will sell in the stores for under $100, but you won't be able to buy one until May.

Papazian claims that it "is so much superior to anything else within its memory size." He boasted, "The only thing that comes close is the Aristotle and that has a memory six times bigger than ours." We'll find out this summer, Chuck.



ATARI Video Backgammon – This is one that you play on your TV set. You have to buy the Backgammon cartridge ($39.95) to plug into the base unit ($140 - $200) which all gets hooked up to the "boob tube." Each player holds a little joystick that controls pieces – it takes a few minutes to learn how to control this gadget. You can either choose to have it roll the dice or move the men or you can do that yourself (like almost all backgammon video and electronic games). **ATARI** Product Manager Bob Gaines says backgammon is a "sales classic" for the company. It's one of their best sellers. That's quite a surprise to some, since **ATARI** puts out more than forty other game cartridges.

Gaines doesn't recall who programmed their game (the guy is no longer with the company), but he assured us that **ATARI** backgammon has been closely scrutinized by master players. Hopefully, Gaines was not one of those master players. During a demo of the game, he opened with a 3-1 roll and quickly proceeded to split his back men in the inner board! Stick to "Asteroids", Bob.

Don't be fooled, though – this is a good videogame. A definite pick over Mattel's version (remember, the one without the cube?).



ARISTOTLE – The review on this one may seem like de ja vu to you. In fact, we inspected this one last year as it was about to be introduced to the public. The first distributors never got it out of the prototype stage due to production and programming problems. Finally, Tryom, Inc. of Cleveland is going to give it a try. Vice President Peggy Mendes-Shane predicts, "We're going to do something with it because we're 'the backgammon people'." The company is fast taking claim to that title with its successful line of OMAR backgammon products.

Ah yes, a few facts and figures about the Aristotle. In case you don't know yet, **ARISTOTLE** is the "Rolls-Royce" of computer backgammon – that is, if you have to ask the price, you probably can't afford it (don't ask – I'll tell you... it will retail for about $2500).

It will be available in free-standing or table-top models (Formica-covered Parson's table or solid walnut cabinet).

The game allows competition as follows: man vs. man, man vs. machine, or machine vs. machine. It has an incredible memory – if it were human, it might very well be the world's best player. Its distributors boast of its July, 1979 match with world champ Luigi Villa – Aristotle won the match, 7-1.

The only complaint we've heard about Aristotle is that it tends to move a bit slow at times. Was this perhaps programmed as a human characteristic to frustrate impatient human opponents? Mendes-Shane says with a smile, "We'd rather have it play a little slow than too fast."

The best backgammon computer was appropriately designed by the man who is called the human computer – Paul Magriel.

FIDELITY BACKGAMMON CHALLENGER – This is the challenger to **TRYOM's OMAR** line. The same price range ($35-$70), size (calculator), and approximate memory capacity.

The Fidelity Backgammon Challenger has been criticized for its lack of intelligence. A dumb computer game? Well, Fidelity's Engineering Director, Ron Nelson, pooh-poohs such criticism. "Backgammon has so much to do with chance. It's hard to provide an accurate evaluation of the product." Nelson feels his Backgammon Challenger "definitely" can be compared to the **OMAR** line any day.

While Tryom has a whole line of pocket backgammon computers (the Gammon Master 10 is the latest), Fidelity has no plans to introduce any new models. Nelson says the one they've got has a proven track record.



☆☆

NO DEFENSE TO THE BACKGAME?

by David Leibowitz, and Elliott Winslow

How do you beat a backgame? Your opponent owns two points in your board, so you can't close him out. Therefore, you make a prime to force his game to crash — but what if his timing is just too good? A novel approach was seen in a match played in Boston by two of New York's superstars, Al Hodis and Erik Seidel. The key was: if you can't defend, then attack!

BSO Benefit
Boston, April '80
Round 5, 17 pts.

● Al Hodis Erik Seidel ○

Game 13
Match Score: 7-11

.....		2-1	11 5
5-4	20x 15	6-5	20 5

20 7 might be more flexible.

2-1	5x 11	3-1	24 10x

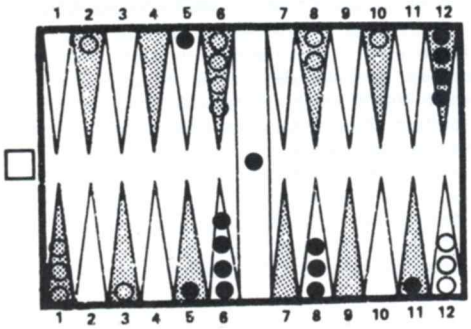
Controversial, but playing vs. one man back.

4-2	23 20x	6-3	22 2x

Tempo.

Hodis	Seidel
Double to 2	

(Diagram #1)

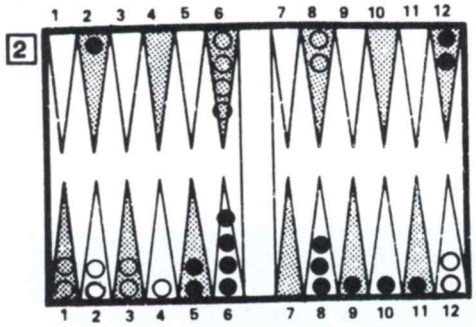


A classic catch-up match double. Note that both the gammon and the redouble leverage work for Hodis.

		Take	
5-2	23x 15x	6, 2 xx	22 --
4-3	5 9	3-2	23 10x

So far both players have fought severely for the key points; Hodis trying to force a prime, Seidel trying to make a timing anchor.

5-5	15x 10 8	3-2	23 21
6-3	4x 20	(Diagram #2)	



Incredible! Hodis forgoes the obvious prime, looking for more action. At first we thought he'd "missed the point;" who wouldn't play 7! But consider for a moment — Hodis makes the bar, Seidel makes the twenty-one-point, and the spares on the six- and eight-points lose positional value.

So what happens? As a result of Erik's tactics and the unfortunate 5-5, Hodis is moving too fast, so logically he tries to slow down (Jason would make this play.)

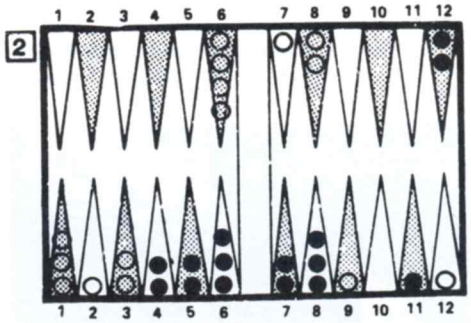
.....		-- (5-5)	

How embarrassing!

2-2	7 4	6-1	24 7

Hodis	Seidel
6-3 11	6-1 16

A good play. Seidel keeps his most forward point, at the same time returning a checker to play. 5-4 9x 2x (Diagram #3)



A tremendously complicated situation, which literally encompasses the whole range of attacking an established backgame. Consider the following plays, from gross to refined:

A) 2 . Still trying to close him out?

B) 7 8. Let him play his large doubles this time!

C) 9x 3, or 9x 6, or 9x 8. Prime that checker out of his timing.

D) 11/2x. If he hits us we recirculate, if not we see what happens.

E) 9x 2x. Hodis on overdrive! His major theme is to knock Erik out of action while he bears in; his secondary theme is to overtime Seidel so he can hopefully withstand getting hit later. Should he get hit with a 2 his position is flexible enough to remake the bar-point, again playing for the prime and the crash. Note that Hodis' play, 9x 2x is also the best gammon play, especially significant at this score. This play is one of the very best plays we've seen in backgame attack.

5-4 ---

Hodis	Seidel
4-2 2	

Bearing in.

	4-1 24
6-2 5(2)	

Stacking the weak point for the bear off vs. a 1-3 backgame.

	6-1 18
6-1 12x 6	

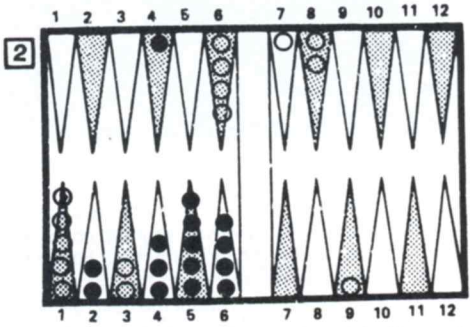
Playing to hit everything!

	2-1 22
3-1 7x 4	6-4 ---
2-1 5	6-1 24 16x

Deep in a backgame, Erik tries to speed up.

1-1 21	3-3 5 3

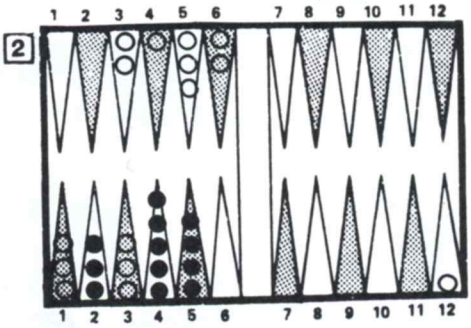
(Diagram #4)



A fine play, establishing a threat he'll need later.

5-1	16 4	2-1	22 6
6-4	6	3-1	12
6-5	0(2)	3-2	9 4
4-1	5 2	3-1	5
3-2	0	6-5	13
2-1	5 4	2-2	9 4 3

(Diagram #5)



This would show finesse if it weren't just wrong in this particular instance! Moving 22 7 is alright, since you don't need the spare on the twenty-four-point and will have ample time to clear the twenty-two-point should you need to leave him an ace.

Hodis	Seidel
5-2 0 2	

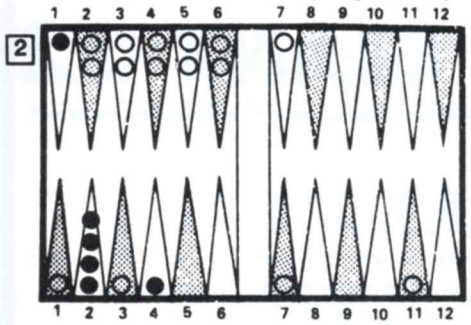
Everyone seems to agree this is right, yet we can't find reason not to take the 2 off (except for aesthetics).

		6-5	11
4-2	0(2)	6-3	18 6
4-2	0(2)	6-4	12 7
6-3	0 2	2-2	20x 14
4-3	---	5-1	2

HOPELESS!!! 7 13 is clear, with no explanation!

6-1	18	6-5	7x 18
2-1	24 2	Redouble to 4	

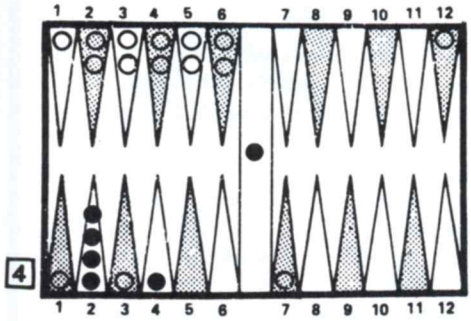
(Diagram #6)



Opinion seems divided here; we tend to agree with the recube.

Take		6-2	14/12 7/1x
5-2	---	1-1	21x 9

(Diagram #7)



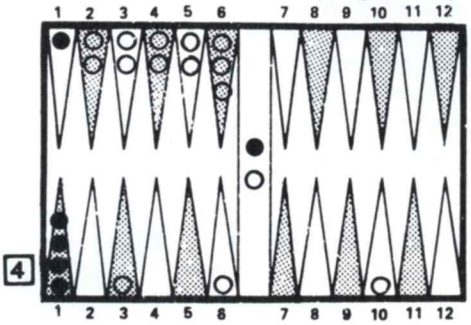
This is actually a mistake! Correct is 21x 3/1 all, for two reasons: all covers are closer (note that 15's and 18's cover), but more important, should Hodis make the three-point he'll be forced to leave it, and even large doubles don't necessarily make him a favorite.

6-6	---	6-1	3 20

3 17 gains on 4-4 and 5-5 . . . (3 1 is even better)

2-1	24x	5-3	22 13
	Hodis		Seidel
4-1	24 ---	6-1	21 14
1-1	1(4)x	5-5	5
3-1	---	5-3	6
4-3	---	5-1	15
5-1	---	6-3	7 12
4-2	---	3-2	2
6-5	13x	4-3	22 1x
6-3	---	4-3	15
5-1	24x 8	3-1	22 1x
2-1	24x 6	6-2	19x 1x
4-1	24x ---	4-4	17 7

(Diagram #8)



Again, it seems right to shift.

5-2	---	6-4	1x 13
6-4	---	5-2	1 11
	---	4-2	17 18
	---	3-1	16 15
	---	4-2	13 12
	---	5-2	9 8
	---	2-1	6
	---	5-1	7 5
	---	5-5	3 2 1(2)

OOPS

3-3	---	5-4	0 1

OOPS again

	Hodis		Seidel
4-2	---	5-3	0 0
5-4	20	4-1	0 3
6-	13 8		

HODIS!

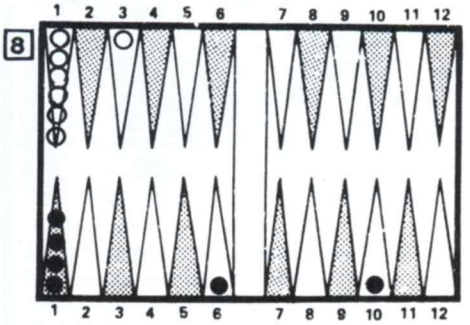
		2-2	0(3) 1
3-2	10 6		

The correct play.

		2-1	0

OOOOOPS.

Redouble to 8 (Diagram #9)



15 to 7 is no score to play a seventeen-point match from. A marginal favorite, Hodis whips it to 8, simply having less to lose than to gain.

TAKE

An easy take.

5-3	5 3	5-1	0(2)
3-3	0(3)	6-4	0(2)
6-2	0(2)		

C'est la guerre.

A blessed Al Hodis won the game to lead 15-11, and won the match on the next game. An extremely well-played sixty-four move backgame. We should play so good!

☆☆

What do these tables have in common?



In addition to quality, craftsmanship, style, design, prestige, and elegance—THEY ARE ALL BACKGAMMON TABLES.

Now for the first time, a leading manufacturer in quality game tables is offering a true 40% OFF INVENTORY REDUCTION SALE. Most models are available for immediate pick-up. Choose from a variety of finishes and playing surfaces. To take advantage of this unprecedented offer:





*Other styles available.

J SUBOTNICK AND COMPANY

PRODUCER & DISTRIBUTOR
GAME TABLES • FINE FURNITURE
129 West 37th Place
Los Angeles, California. 90007
(213) 232-6146



*Prices include accessories.

RULINGS COLUMN

Candace Nyles Mayeron



(Q): One evening I met a man, and he and I decided to play heads-up for a couple of hours. About the fifth game we both rolled the same number for the opening roll. He insisted on turning the cube to 2, saying the double was "automatic". Was I in error to refuse the automatic increase of the stakes?

(A): No. The "automatic double" rule is a misnomer. It is not a rule, it is a DEVIATION of the rules. As such, its use must be agreed upon by the players prior to their session, or when the isue first arises. If either player objects it shall not be used.

You did not say whether or not you were playing at a backgammon club. Some clubs may have an in-house rule of automatic doubles unless the players agree otherwise. We think this is a very bad procedure, but you should check with the club before playing.

There are other deviations (or variations) which are also optional with the players. The "beaver" is an example. Another example is the practice of doubling the stakes and rerolling opening dice. You do not have to be hornswoggled into playing any of these variations if you have not so agreed.

The "Jacoby Rule," however, is no longer a deviation, it is the standard rule of nontournament play. Although it was not part of the original rules promulgated in 1931 by the Card and Backgammon Committee of the Racquet and Tennis Club of New York, it has since become so universally accepted that its non-use must now be specified between players (the Jacoby Rules state that for all non-tournament play, there can be no gammon or backgammon in any game where the cube is still in the center). Thus, if you are playing a stranger and he gammons you, but the cube has not been turned, you do not have to pay double the cube value. Automatic doubles, if used, do not count as a turned cube for the sake of the Jacoby Rule.

(Q): While playing in a tournament, my opponent wanted to play in one direction, and I wanted the other. We rolled for it, and I won. At the conclusion of that game he insisted on rolling for direction for the next game. I let him, and we rolled prior to every game. Was I snookered?

(A): You certainly were disadvantaged. Whether or not you were snookered depends on whether or not your opponent knew the rules. Why didn't you ask for a ruling?

Every tournament director can expect this argument, as well as the dice change argument, [EDITOR'S NOTE: See RULINGS COLUMN, February 1981] to occur at least one time in every tournament. The rule is: When there is a dispute as to **any aspect** of color, direction or choice of seat, (unless the tournament has assigned chairs), the players shall roll **ONE TIME PER MATCH** for the decision. The winning player determines **ALL** possible issues, for **ALL SUBSEQUENT GAMES**. Let's break it down:

(a) You have not forfeited your right to raise the issue if you forget to raise it prior to the start of the match. The issue may be raised at any time during play, so long as it has not already been raised and decided. Thus, if the dispute occurs in the middle of the third game, that game shall be played to conclusion **AS SET**, and the players shall then roll for the decision prior to the start of the fourth game.

(b) Even though the challenging player disputes only direction of play, the player winning the roll has the right, although not the duty, to specify direction, color **and** choice of seat, so long as the tournament has not assigned chairs (the Vegas Amateurs assigns). You cannot roll for color, then for direction. If the winning player does not make a particular specification, the match shall continue as set.

(You might be interested to know that tradition had the home boards nearest the source of the light. Modern lighting has made this obsolete, however).

(c) The dispute can occur only **ONE TIME PER MATCH**. The players shall not change or roll for change of direction (or color or chair) once they have already rolled that "master" deciding roll. Thus, and in conformity with (b) above, if the initial dispute is only over direction of play, and X wins the deciding roll but specifies only direction and is silent as to color, Y cannot later request a roll to determine color. The players shall play with the same color they were using when X won the "master roll." ★★

AMERICA'S GIANT 32

There is a player in L.A. who refers to himself as a "backgammon dwarf" because of his lack of skill.

Upon hearing that, our co-publisher Joel Rettew assumed if there are dwarfs, there must be giants — and that's how the idea of the **GIANT 32** developed.

Initially, the plan was to have the top twenty-five players, but thirty-two seemed a more appropriate number. This leaves the door open for a "super-elimination" championship.

The players' names on this list were arrived at by consensus. Those asked to contribute to the list included: regional directors of backgammon clubs, authors, tournament promoters, and the top players who make it their business to know the competition.

These experts were asked to judge players on four levels: tournament performance, academic knowledge, money play skills, and flair.

The data was run through our computer and these are the results.

This list is not concrete — it is a living list that will change from issue to issue. Readers can suggest additions or deletions. All input will be considered and changes will be based on the mail we receive. Everyone has an opportunity to rally to the support of the player he most admires.

Mail suggestions and votes to: **GIANT 32, P.O. Box 19567, Las Vegas, NV 89119.**

Ball, Vernon
Ballard, Nick
Beattie, Marshal
Carson, Mike
Chellstorp, Craig
Cooke, Barclay
Dickman, Arthur
Eisenberg, Billy
Gilbert, Tom
Goble, Tony
Goulding, Kent
Hodis, Al
Horowitz, Gaby
Jacoby, Oswald
Larsen, Kyle
Lowe, Roger
Leibowitz, David
Lester, Jason
Maffeo, Nick
Magriel, Paul
Martin, Alan
Munro, Joe
Nivedano, Anand
Papazian, Chuck
Pasko, Jim
Robertie, Bill
Scalamandre, Gino
Sconyers, Hugh
Seidel, Erik
Senkiewicz, Mike
Tomchin, Stan
Winslow, Elliot

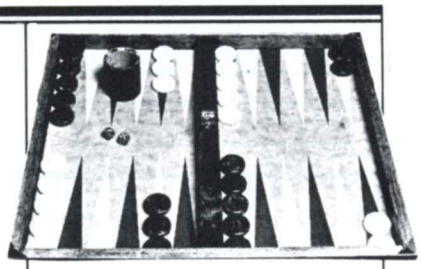
The following players missed **GIANT 32** status by one point: Dennis Carlston, Wayne McClintock, Mike Corbett, Malcolm Davis, Greg DeFotis, Dick Furlaud, Lee Genud, Tim Holland, Buddy Khoury, Aram Kouleyan, Sandy Lubetkin, Joey Mirzoeff, Howard Perlman, Chris Peterson, Kal Robinson, Tobias Stone, Kit Woolsey, and Kattie Wright.

These players have been nominated for Giant 32 status.

Billy Horan
Lynn Goldsmith
Mike Valentine
Peter Weichsel
Mel Drapkin
Bob Wilensky
Bob Bishop
Claude Beer
Fran Goldfarb
Kathy Posner
Norman Zadeh
Joe Suzyn
Dan Harrington
Ralph Chafetz
Todd Vander Pluym
Lilly Gross

We have sent a list of these names to our rating experts and have asked them to vote them in or out of the Giant 32. Each "in" vote must be accompanied by an "out" vote for one of the names already on the championship list. Interested readers can also vote in the same manner. Send votes to the above address.

new products



BOARD BEYOND BELIEF — back in 1976, a friend asked Larry Probeck to make him a backgammon board in leather. Probeck did, and it subsequently won first place in the Senior Designer Craftsman division at the 1977 State Fair. Since that time, he has become a maker of fine backgammon boards and tables, which attract the attention of the newest discos, as well as the oldest men's clubs. Probeck handpaints each playing surface (on leather or leatherette), and treats it with a silicone finish, which protects the board from wear (and bourbon) and allows the stones to slide easily. Although Probeck carries attache-style boards (good for travel and poolside), his specialties are beautiful table-top models and others which are, in fact, table tops. **House of Backgammon, 4622 Maple Ave., 552-1900.** Prices range from **$40**, for a board and matching accessories, to **$350**, for a table with a leather backgammon top.



GAME CANAPE'S — a bit of culinary whimsey and a sense of humor is all you need for this pip of an hors d'oeuvre. It consists of bread slices, cream cheese, red and black caviar, and sliced hard-boiled eggs atop crackers. From **The Big Beautiful Book of Hor d'oeuvres by Julia Weinberg. Butterick Publishing.**

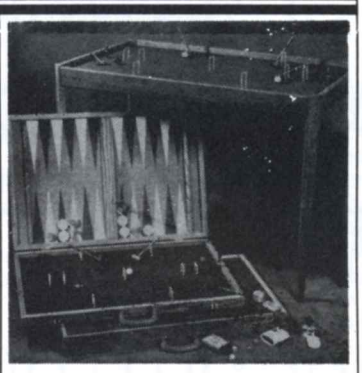


TABLE CROQUET — the showpiece competition game of the year! New skills, strategies, and exciting for adults and children. Handcrafted from richly-grained red oak and covered with a thick, green all-wool felt. Wickets are 24K gold-plated and legs disassemble easily on Table Model 108. Combination Model 109 has oak-trimmed, separating carrying case with leatherette center panels, and 1¾" playing piece. **Knox Hill Gallery, P. O. Box 1012, 901 E. Monroe, Fairfield, IA.**

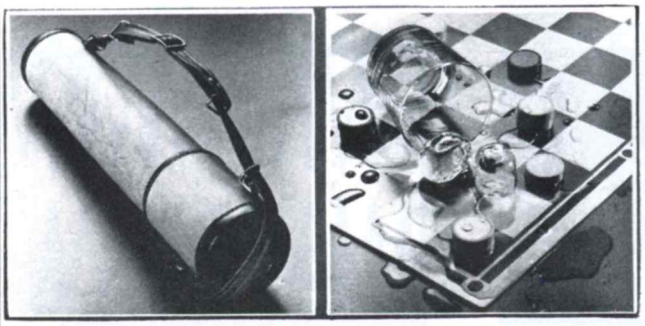
GAME ROLL — comes complete with all the pieces necessary to play all four popular board games. Custom designed pieces fit together to make a truly versatile game center, which can be packed and unpacked in minutes. Matching flexible dice cups are designed to regulation standards with built-in professional dice trips.

Game Roll is beautiful, durable, and conveniently portable — an investment in fine recreation that is sure to provide years of entertainment and excitement.

Built-in, three-way carrying strap converts quickly from a conventional handle to a shoulder strap or tote carry.

Waterproof two-side Naugahyde playing surface resists spills and wipes clean easily.

From **Act Cent Group Inc., 8923 Middlebelt, Livonia, MI**





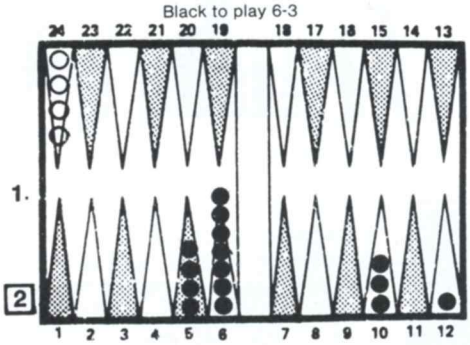
GUCCI — set trimmed in radica wood and bel fiare in the finest tradition of **GUCCI**. **$300.**

CHECKER QUIZ

In each of the following positions Black is on roll in a money game, with the cube positioned as shown. Find the best play for Black's indicated roll.

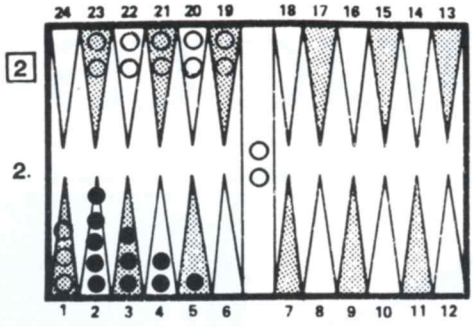
Black to play 6-3

1.



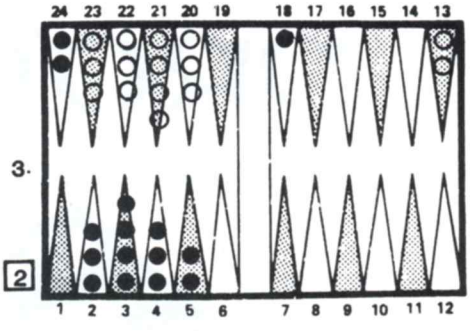
Black to play 5-1

2.



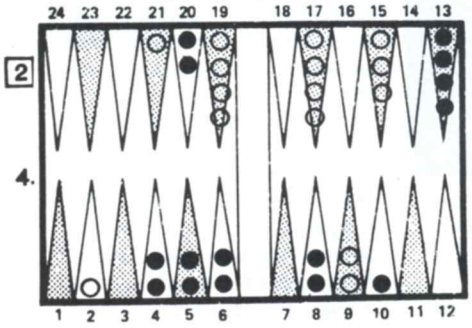
Black to play 4-2

3.



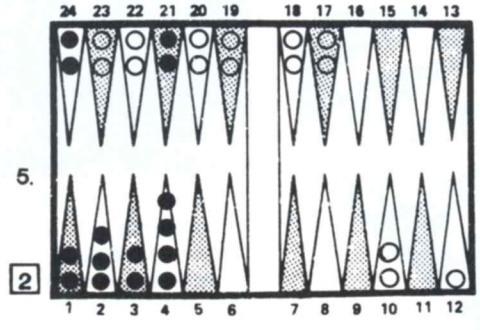
Black to play 6-1

4.



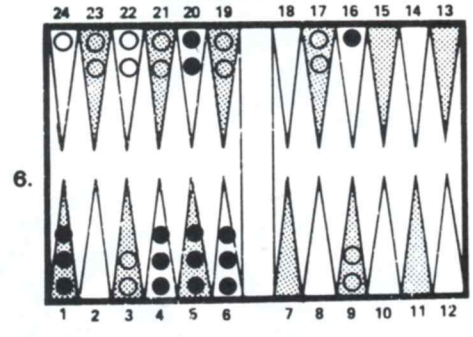
Black to play 6-3

5.



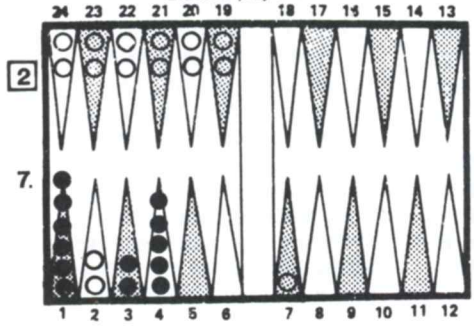
Black to play 6-4

6.



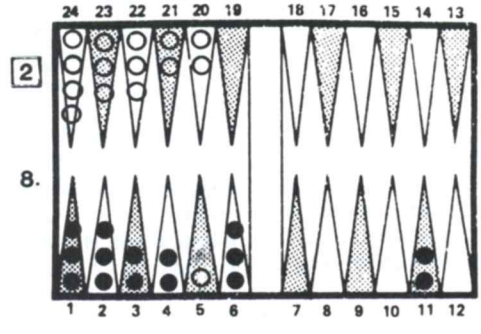
Black to play 6-1

7.



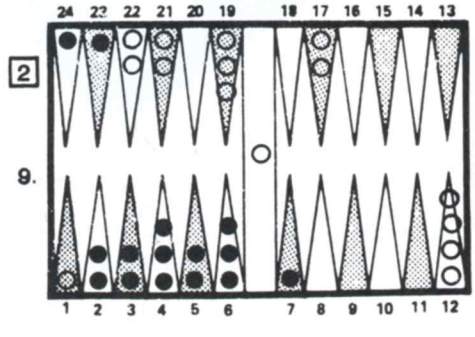
Black to play 5-1

8.



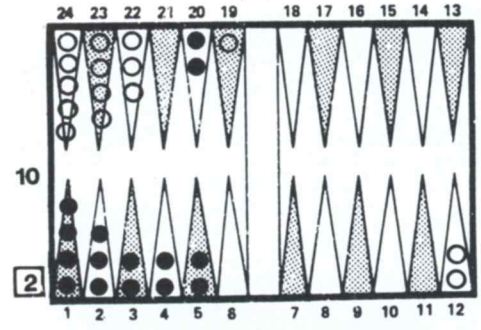
Black to play 6-1

9.



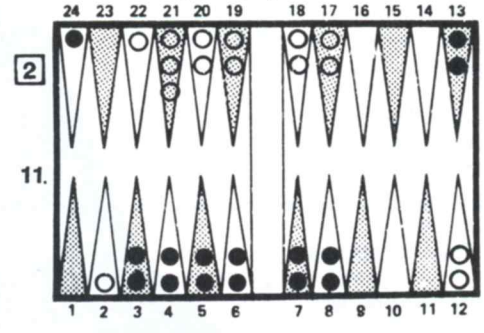
Black to play 6-1

10



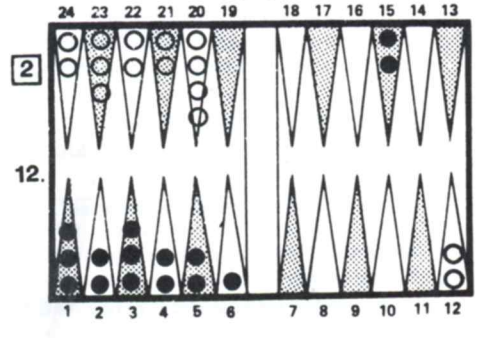
Black to play 6-1

11.



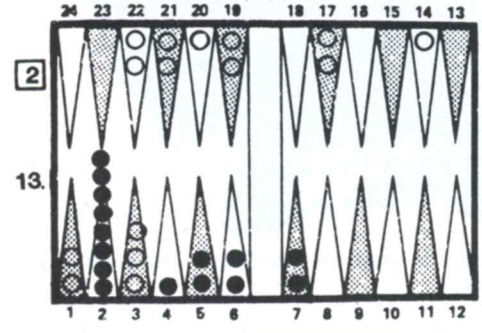
Black to play 6-1

12.



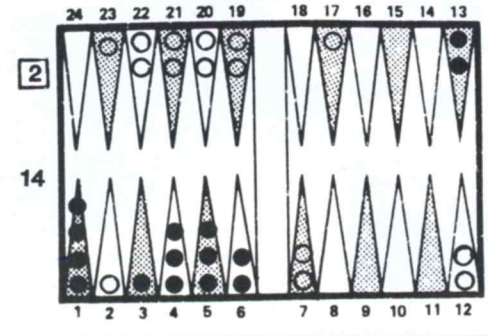
Black to play 1-1

13.



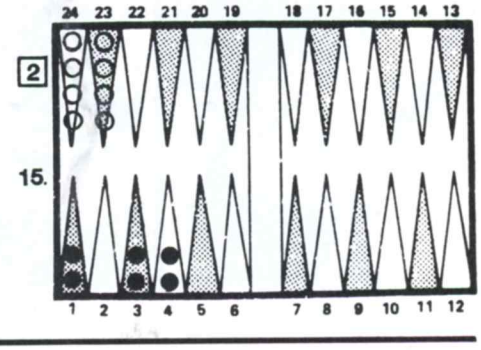
Black to play 4-4

14



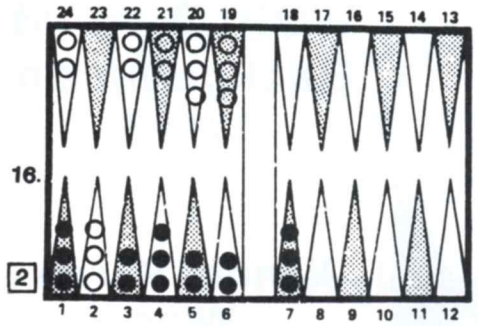
Black to play 6-2

15.

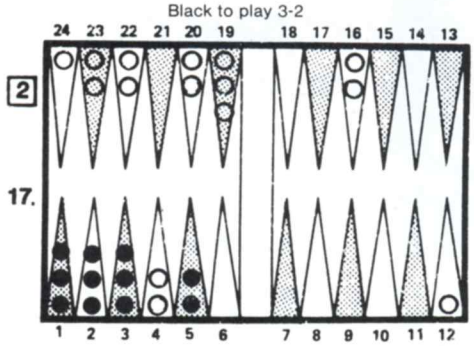


by Bill Robertie

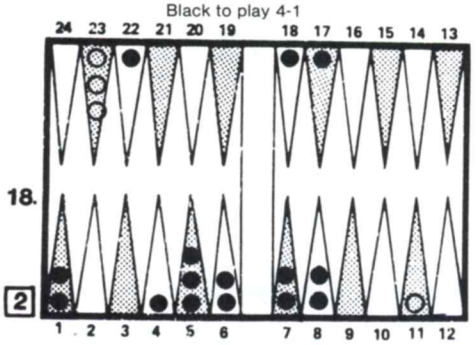
Black to play 3-1



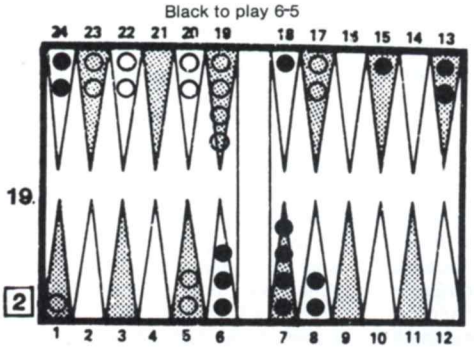
Black to play 3-2



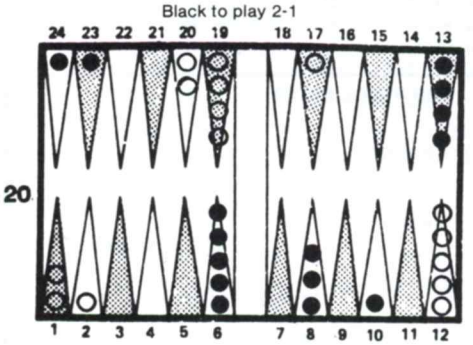
Black to play 4-1



Black to play 6-5



Black to play 2-1



SOLUTIONS

1) 12/9, 10/4
Black can escape the gammon with 4-4.

2) 5/4/off
The alternate play 5/off, 3/2 leaves Black vulnerable to a double shot after 6-3, 5-3, or 4-3.

3) 18/14, 3/1
Keeps pressure on the thirteen-point and maintains the inner board.

4) 13/7, 8/7
Black tries to complete a prime while White's inner board is weak.

5) 24/15
21/12x leaves Black much more likely to be gammoned while not yielding much in the way of winning chances.

6) 20/16, 20/14
Black keeps communication while escorting his checkers home.

7) 4/off, 4/3
Just as many shots next turn as with 4/off, 1/off; however, much safer on the second turn.

8) 11/5x
The race is only even; the hit makes Black a 2-1 favorite.

9) 7/1x, 6/5
The hit is mandatory. Playing 6/5 diversifies Black's numbers next turn. If White manages to hit on the one-point, Black will have 1's, 2's, and 5's to enter, 3's and 4's to hit.

10) 20/19x, 20/14
In case White throws his miracle number from the bar, Black will have more return hits with this play.

11) 13/7, 24/23
24/23 freezes the checkers on the seventeen-point.

12) 15/9, 6/5
If Black plays 15/14, White will be able to hit with 2's and move safely by with larger numbers. Only 1's will be bad. By remaining on the fifteen-point, all 1's and 2's are awkward for White, forcing him to either leave a shot or lose ground in the race.

13) 5/4(2), 7/6(2)
Black reaches a safe position with this play. The gap on the five-point is not serious; only six numbers leave a shot.

14) 13/9(2), 6/2x(2)
This play forces White forward and minimizes the overall danger.

15) 4/off, 3/1
Equivalent to 4/off, 4/2 unless Black's next roll is 1-1, in which case this play is superior.

16) 6/5, 6/3
The more flexible position gives long-term safety.

17) 3/off, 2/off
Small risk for extra gammon chances.

18) 8/4, 18/17
Black's shots next turn are maximized if he isn't on the bar.

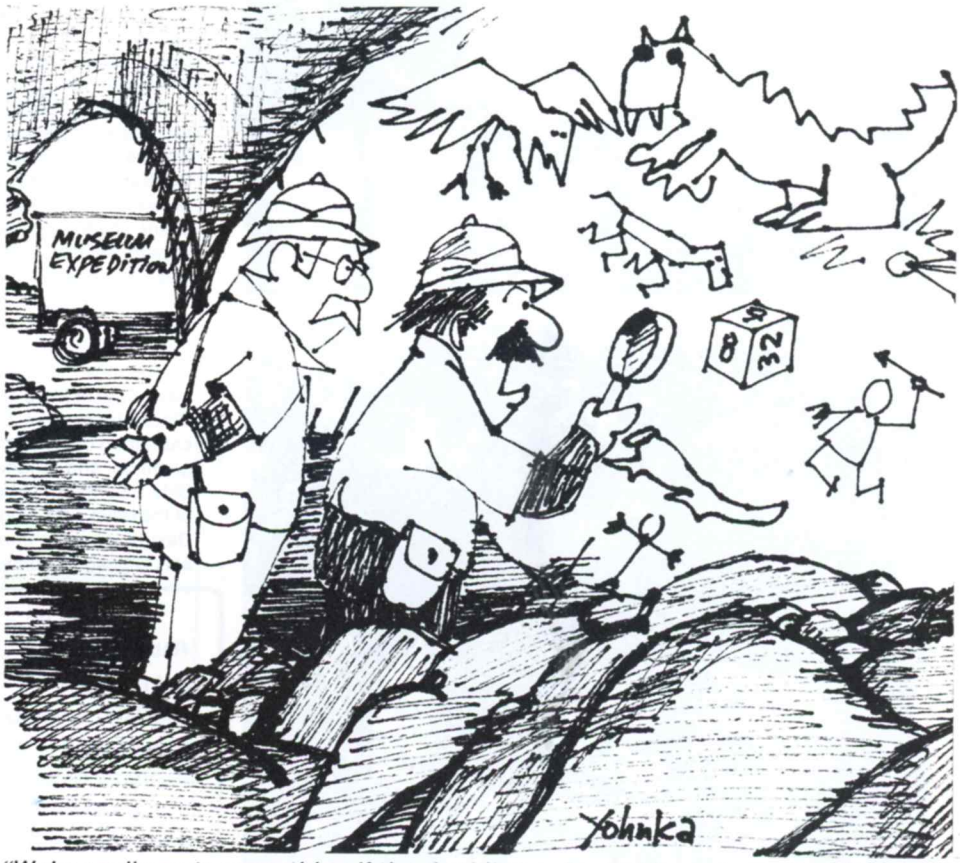
19) 18/7
The wrong time to take chances with any of the more agressive plays Black owns the cube and should bide his time and see what happens later.

20) 13/10
The twenty-two point is meaningless here. Black is ahead in the race and should keep his back men poised to escape. An anchor on the twenty-two point could prove to be a trap.

Scoring:

18-20 Top-notch
15-17 Very good
12-14 OK
9-11 Need practice
0- 8 Avoid money play

☆☆

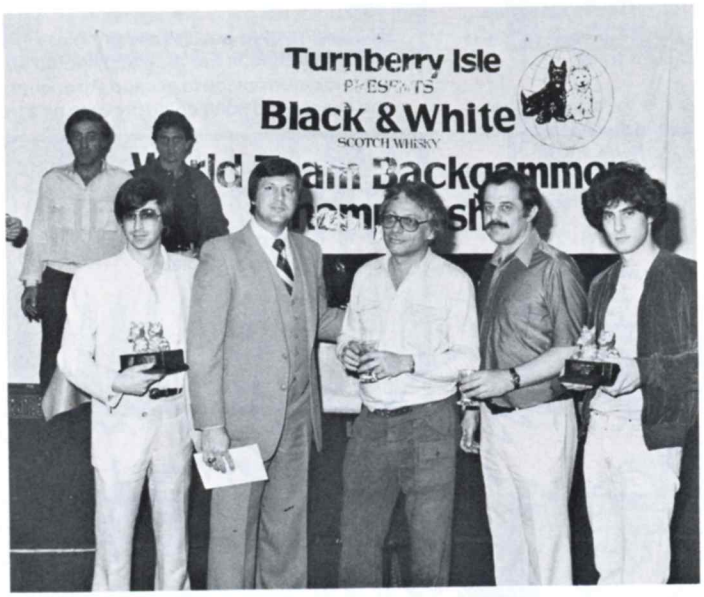


"We're really on to something if the doubling cube was invented in 2 million B.C."



USA KEEPS WORLD TEAM Backgammon TITLE

Vander Pluym Wins Gold Cup





by Michael Teilmann

MIAMI, Florida, February 2 — American teams from Los Angeles and Chicago finished first and second in the annual Black & White World Team Backgammon Championships held at Miami's Turnberry Isle Country Club this past week (Jan. 27th - Feb. 1st).

TV Star Lucille Ball was among more than 400 of the world's finest backgammon players participating in the week-long tournament program. Prize money for the World Team and Turnberry Gold Cup events totaled $150,000.

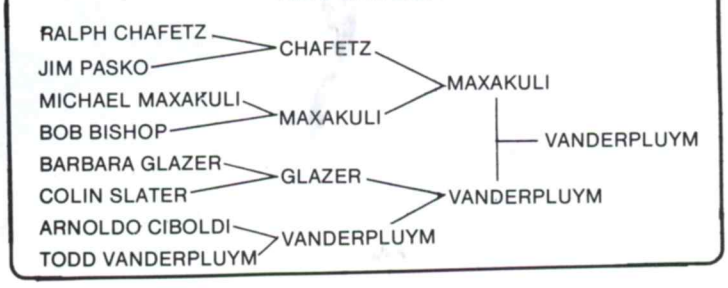
Thirty-two four-player teams, representing four nations from Europe, the Middle East, North, Central and South America, competed for the World Team Title event. The top-ranked "gammon" experts set their sights on wrestling the prestigious title, and $15,000 in prize money, from the 1980 winners, an American team from New York City.

The new Black & White World Team Title holders are the United States team from Los Angeles, captained by former World Backgammon and Bridge champion Billy Eisenberg. Other members of the team were Hugh Sconyers, David Liebowitz and Kal Robinson. Chicago's contending team, under the captainship of Valerie Valentine, president of the Backgamon Club of Chicago, were Faye Schwimmer, Al Dolnick, and Bernie Pygon. Teams from the United Kingdom and Costa del Sol finished third and fourth.

In the main individual event, the Turnberry Isle Gold Cup, Los Angeles architect Todd Vanderpluym won the $30,000 first prize by narrowly defeating Las Vegas magazine publisher Michael Maxakuli by a single point, 25 to 24. The match, which was tied four times and came down to double match-point, was described as "hard-fought, dramatic and well-played" by 1978-79 World Backgammon Champion Paul Magriel, of New York, narrator for the closed-circuit telecast at Turnberry Isle.

Sponsored by Black & White Scotch Whisky and Turnberry Isle, the program benefitted the Miami Ballet Society. The Miami tournament is the largest event on the Black & White Championship Backgammon Circuit — America's only commercially sponsored championship backgammon tour. Other cities where Black & White tournaments are held include: Boston, Chicago, Los Angeles, and Washington.

THE FINAL EIGHT



Cavendish North Backgammon Club

of Southfield, Michigan

cordially invites you to attend

our annual

MICHIGAN SUMMER BACKGAMMON CHAMPIONSHIPS

to be held this year on

JULY 2-5

at

BAY VALLEY INN

TOURNAMENT ENTRIES

A Calcutta auction will be held for both divisions, with 90% of the proceeds returned to the prize fund. We will accept entries up to the time the Calcutta auction for your flight begins.

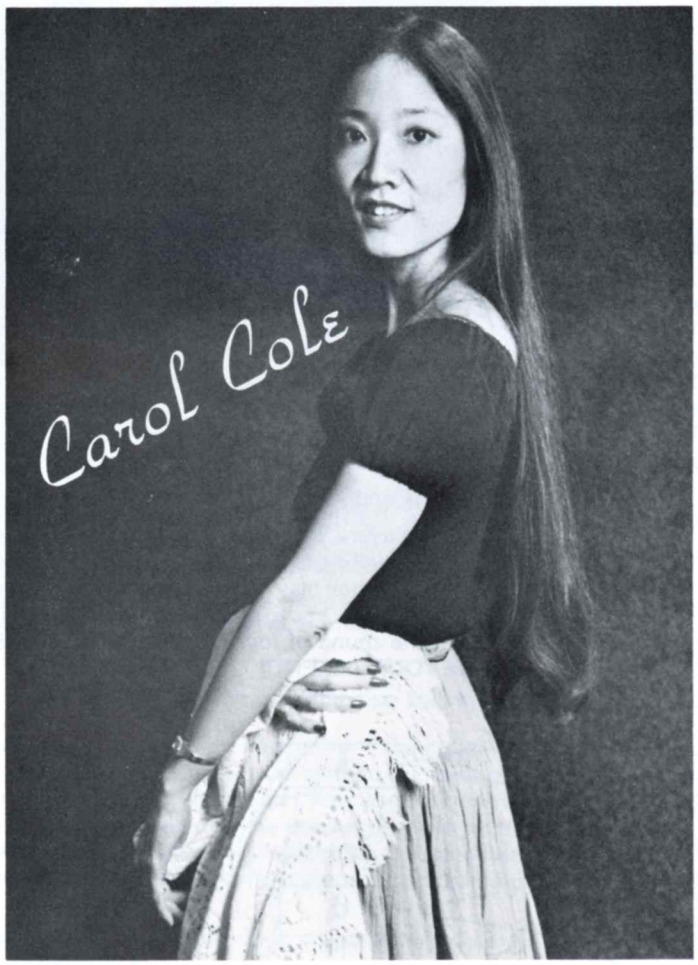
Open Division — $120.00.
($100.00 entry fee & $20.00 registration fee)

Intermediate Division — $80.00.
($60.00 entry fee & $20.00 registration fee)

All entry fee monies go into the prize fund (the registration fee is kept by the Cavendish Club). Drinks and meals are not covered by your entry or registration fee.

For additional tournament information call Cavendish North Backgammon Club — (313) 642-9616 after 1:30 p.m.

FACES & MORE



Carol Cole is a third-generation Japanese-American, the daughter of Frank & Amy Mitoma, both Life Masters in bridge. Carol has a Master's Degree in Library Science from the University of Michigan, and is currently working as a full-time librarian. Carol is married to psychologist Larry Cole, and is the mother of two sons. Carol has played backgammon for five years. She placed in the intermediate class of the Indiana Open and the Puerto Rico Championships, and won a few Michigan events. Her biggest triumphs — first place, 1980 Louisville Labor Day weekend, (intermediate), and the all-time master-point leader of the Flint Area Club.

The Flint Area Backgammon Club was organized in 1978 by Carol Cole & Amy Mitoma. Weekly tournaments average forty-five players. The club has a master-point system, monthly newsletter and several special tournaments during the year. There are no membership dues or elected officers. It meets in a bar/restaurant (Rusty Nail). The club stresses friendliness and fair play.

Asked for some personal comments Ms. Cole said, "I love this game because I find it to be intellectually and socially stimulating. I've met all kinds of strange and wonderful people in the backgammon world. I've reached a level of skill where my backgammon adventures pay for themselves. My family comes first, but they have to tolerate my addiction to backgammon. I probably average twenty hours a week on backgammon, including one or two tournaments a week. I agree with top female player Lee Genud that women may be better suited emotionally to backgammon than most men. Men's egos get twisted during the game, especially their cube judgment, and they often have a tough time handling losses to females or weaker players. I appreciate a good sport. I believe one can be a winner without having a cutthroat attitude. I am also a strong advocate of double-elimination tournaments." ☆☆



Double Elimination

by Henry Wattson

The double elimination tournament has become popular, being used in such tournaments as the California Open, Clearwater and Orlando.

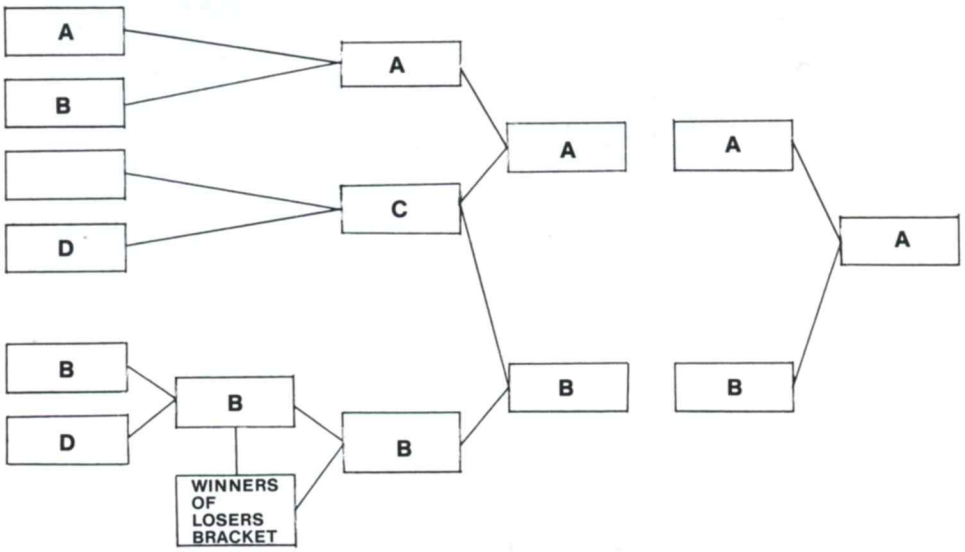
This format is NOT used by AMERICAN BACKGAMMON CHAMPIONSHIPS, INC., (not to be confused with American Backgammon Association, or any other group.)

The reason we do not use this format, is we do not think it is fair to the players who lose in the early rounds.

To demonstrate this, the following is a draw of the last four players in a tournament with double elimination:

A plays B, and A wins — C plays D, and C wins

The losers of these four players, B, and D than play each other, with B winning. The winner B must then play the player who has won in the loser's bracket. The winner of this match, B must then play player C from the original draw of the last four players, B wins again. B now has to play A two more rounds. This means that a player who loses in the round of four must win FIVE MORE ROUNDS IN ORDER TO WIN THE TOURNAMENT!



The following table lists the number of rounds necessary to win, in order to win the tournament.

IF YOU LOSE IN THE ROUND OF	NUMBER OF ADDITIONAL ROUNDS NECESSARY TO WIN THE TOURNAMENT	CHANCE OF WINNING
2	3	1 in 8
4	5	1 in 32
8	7	1 in 128
16	9	1 in 512
32	11	1 in 2048
64	13	1 in 8196

In my opinion it is a waste of time and energy to play in the losers bracket in a double elimination tournament. ☆☆

CLASSIFIED

BOOKS & PUBLICATIONS

The Backgammon Magazine reference library is missing the following titles. We are very anxious to find them in order to complete our collection which is the most comprehensive in the world. Please send any information on the following missing books to: **LIBRARY, P.O. Box 19567, LV, NV, 89119.** We will pay a premium.

WANT LIST:

Bond, R.A. BEGINNER'S BOOK OF MODERN BACKGAMMON. :Sears, 1932.
Bond, R.A. PRIMER ON MODERN BACKGAMMON. 'Caspar, 1936.
Clay, R. TEACH YOURSELF BACKGAMMON. :McKay, 1978.
England, F. MODERN BACKGAMMON. De La Rue, 1930.
Flinton, F.Y. BACKGAMMON ELEMENTARY MOVES. :Winning Way, 1940.
Gatos, P.N. MODERN BACKGAMMON IN A NUTSHELL. :Rose, 1930.
Goldsmith, J.T. HARRAP'S EASY GUIDE TO BACKGAMMON. :Harrap, 1975.
Hattersley, Lelia. BACKGAMMON TO WIN. :Award Books, 1974.
Holland, Tim. BEGINNING BACKGAMMON — A NEW & PLEASURABLE METHOD OF LEARNING BY PLAYING AGAINST THE MASTER. :Crown, 1975.
Hooper, M.F. BACKGAMMON. :Barnes, 1941.
Hoyle, R. HOW TO PLAY BACKGAMMON. :Laurie, 1931.
Moffet, J. BACKGAMMON CALCULATOR. :Doubleday, 1974.
Obolensky, Prince Alexis. BACKGAMMON RULES & RULINGS. MacMillan, 1974.
Pardon, George Frederick. BACKGAMMON — ITS HISTORY AND PRACTICE. London: D. Bogue, 1844.
Point, B. BACKGAMMON UP-TO-DATE. :De LaRue, 1931.
Stern, Don. BACKGAMMON. :Galahad, 1975.
Symonds, H.D. BACKGAMMON. London: Lee & Hurst, 1798.
Thorne, H. BACKGAMMON TACTICS. :Dutton, 1931.
Unknown. BACKGAMMON — RULES AND DIRECTIONS FOR PLAYING THE GAME OF BACKGAMMON. London: J. Harris, 1801.
Unknown. BACKGAMMON — RULES FOR THE STANDARD GAME AND MODERN VARIATIONS. Springfield, MA: Milton Bradoet Co., 1930.
Unknown. LAWS OF BACKGAMMON. Racquet/Tennis Club. :Scribner, 1931.

Nationally syndicted backgammon columnist has backgammon writings for sale. Send 25 cents for price list. **Jeff Ward, 3272 Via Bartolo, San Diego, CA 92111.**

BOOK CLUB: Gambler's Book Club — the world's largest publisher and distributor of specialized gambling literature — **Box 4115, Las Vegas, Nevada 89106.**

RARE BOOKS: Rare Backgammon Books wanted. Looking for out-of-print, turn-of-the-century, and European backgammon books. Will pay cash. Call Joel Rettew (714) 835-9244 or write: **P.O. Box 19567, Las Vegas, NV 89119.**

We have about a dozen extra copies Of the 1930 John Longacre backgammon book. You can add "Backgammon of Today," to your collection for $8.00. Send to **Books, P.O. Box 19567, Las Vegas, NV 89119.**

GAMMON MAGAZINE: Second and final issue available from Collector's, P.O. Box 19567, Las Vegas, NV 89119. This was the best issue of the ill-fated **Gammon** publication and includes second installment of "Man in the Box," a continuing serial. Send $5.00.

JACOBY: New York Times Book of Backgammon - paperback available through us for only $2.00 **JACOBY, P.O. Box 19567, LV, NV 89119**

CLASSIFIED

"PLAY BACKGAMMON TONIGHT" by Dave Thompson. Beginner Backgammon Book. Excellent gift for a friend that wants to learn the game. Send to **Books, P.O. Box 19567, Las Vegas, NV 89119.** $2.00 plus .50 postage.

ART

We are interested in original backgammon art of any kind. If it's out and has a backgammon theme, we want it or need to know about it. Call **(702) 454-2403.**

SERVICES

TOURNAMENT DIRECTORS
Professional, Experienced, Planning a Tournament — Hire the Professionals!
Call the Las Vegas Backgammon Club
(702) 454-2403
*Charity Tournaments
*Regional Tournaments
*Major Tournaments
*Auctioneers
*Public Relations and Technical Assistance
*Long list of credits and successes

MERCHANDISE

LOGOS: Iron-on backgammon logos. Will last for fifty washings. Las Vegas Backgammon emblem $3.00 post paid. Send to: **LOGOS, P.O. Box 19567, LV, NV 89119**

PROBABILITY CARD: Wallet-sized. Facts at your fingertips — hitting, entering, bearing off, back game, and more! Guaranteed to improve your game. Money back if not satisfied. Send $2.00 to: **Backgammon Card Company, Dept. 33, 402 Acacia Street, Tracy, CA 95376**

MISCELLANEOUS

FASHIONS: Remodel your new suit to look out of style. Our custom tailors specialize in making you look broke. Great when you visit the club and all the losers in the chouette try to borrow money from you. Greater when you finally do win a tournament and don't want anyone to know it - especially your bookie. **Martin Tailors to the Stars, Oblivian, CA.**

AMUSEMENTS
Take a fun break. Fool and amuse your friends. How about a real-looking rubber dagger to stick in your throat when you lose in the box with a cube on sixteen? Or a whoopie cushion that sends kibitzeers scurrying away? What a good time you can have! Send for free brochure.

PERSONAL IMPROVEMENT: Unannotated Backgammon Matches for sale. Many world-class players included. For a price list, write or call: **Bill Robertie, 382 Mass. Ave., #805, Arlington, MA 02174, (617) 641-0271.**

RATES: $1 PER WORD

MINIMUM ORDER: Ten words, P. O. box numbers and telephone numbers count as two words each; abbreviations and zip codes count as one word each. Check or money order must accompany copy and be received no later than three weeks prior to the on-sale date.

Send orders to:

CLASSIFIED
P.O. Box 19567
Las Vegas, Nevada 89119

THE DOUBLING CUBE
A TWO-EDGE FACTOR



Jeannie Christian (sitting), Dennis Kaiser, Vice-President (standing), Gayle Turner, former Vice-President, R. Kassem, President (standing), Eric Kaplan, and Larry King, Newsletter Editor.

by R. Kassem, Virginia Backgammon Society

It has been said that backgammon is a cruel game — the cube makes it even more so. Nobody knows exactly who first introduced the cube, or when, but much of the current popularity of the game can be directly attributed to its addition. The cube has been also called "The Unfair Advantage," mainly because it tends to favor the weaker player in tournament play.

The following set of general rules are mostly applicable to tournament play, not to money games or chouettes, — where the danger of a gammon or backgammon has been already averted.

Before you offer the doubling cube you should consider the following:

1. The score in the match.
2. The relative skill of your opponent (you should use the cube more frequently if you are the underdog).
3. The position and pip count of your checkers (the latter is generally less important, especially in the early and middle game).
4. The possibility of a gammon.
5. The personality of your opponent. Believe it or not, there is a lot of psychology in the game. Consider these points for starters: If your opponent is a quick doubler, he obviously wants you to accept the cube. Hesitate and make him worry before you decide; he may even start doubling earlier and from weaker positions.

   If he/she is a slow doubler, he is hoping that you will refuse his doubles. In this case, you would accept gleefully and refuse very slowly. This will make him slower in offering the cube in future games and thus give you a free ride for several rolls.

   If he quickly refuses sound doubles, you can afford to offer him a few unsound doubles.

   If he tends to take sound doubles, be a little bit more conservative in offering the cube.

If you master these rules, you will be on your way to great backgammon. What remains is a few proven principles to store in your memory. These are listed below.

1. You should double when the odds are slightly in your favor (3-2, or 7-5 are sufficient odds).
2. Accept any time you are less than a three to one underdog. This represents the breakeven point. In addition, you now control the cube and that is a lethal weapon.
3. Do not double if you have a chance to win a gammon, except in few instances which generally develop at the end of a game. Otherwise your opponent will most likely refuse, leaving you with a one point advantage instead of a potential two.
4. Do not accept if there is a chance of you being gammoned. The reverse logic of #3 applies here.

Continued Page 44

WONDERFUL, WONDERFUL

by Danny Kleinman

If you have been enjoying what I have written about backgammon in the past, you may be pleased to learn that I have just completed another little backgammon book, WONDERFUL WORLD OF BACKGAMMON, for sale at $18.00 per copy. This book of 132 pages follows the style of my previous book (ADVICE TO THE DICELORN) in that it consists of some new expository material but mainly of "letters to Dear Miss Lonelyblots" dealing concretely with specific backgammon situations. In so doing, like ADVICE TO THE DICELORN, it fills out and illustrates my more abstractly-written VISION LAUGHS AT COUNTING.

Except for very small segments, WONDERFUL WORLD OF BACKGAMMON has been typed on my new high-quality typewriter. This letter shows the readability of the type, and the diagrams too should be clearer. I am also experimenting with a more expensive, sturdier cover.

In case I have failed to inform you of the backgammon works available, here is what I have written previously:

1. VISION LAUGHS AT COUNTING (first edition, dark blue cover, 200 pages, $30.00)
2. SUPPLEMENT to first edition (dark blue cover, 95 pages, $14.00)
3. VISION LAUGHS AT COUNTING (revised second edition, pale blue cover, 315 pages, $46.65, replaces items 1 and 2)
4. ADVICE TO THE DICELORN (pale blue cover, 126 pages, $16.00)
5. VISION LAUGHS AT COUNTING with ADVICE TO THE DICELORN (combined two-volume edition, red and yellow covers, 438 pages, $64.00, replaces items 1, 2 and 4 or 3 and 4)

You may order any of my books by sending me a check or money-order for the full price. If you want to see the table of contents of any book before deciding whether to order, write to me (enclosing a stamped, self-addressed envelope).

I welcome your comments or criticisms. I owe some of the improvements in the later editions of VISION LAUGHS AT COUNTING to alert friends and readers who helped me spot errors in earlier editions. I also welcome your questions (possibly with accompanying sad tales) about backgammon situations which have puzzled you. I will endeavor to answer such questions using the fictionalized "Miss Lonelyblots" format (naturally, sending a copy to you before including in my next book). ☆☆

THE POWER OF A SEVEN-POINT PRIME

by Jeff Ward

When is a seven-point prime better than a six-point prime? Surprisingly, every once in awhile. Most players with even a little experience would probably answer "never" to this question. Since a six-point prime is an impassable barrier for opponent's men trapped behind it, what possible purpose could there be for a seventh point?

In the diagram, Black hit a shot very late in the game and now has one of White's men trapped. Since Black will usually lose with only one of White's men closed out, Black's immediate goal is to hit and trap at least one other checker.

If Black can close out two men, he becomes a heavy favorite to win; with three, the game is Black's by redoubling, as White would be foolish to accept.

Black can hit another man only if White breaks the twenty-two point. For this to happen, White must first come off the bar and then roll a singleton 1 or 2. The problem, from Black's standpoint, is that it may take too long for White to roll the right numbers. If this is the case, Black will be forced to close out only one man.

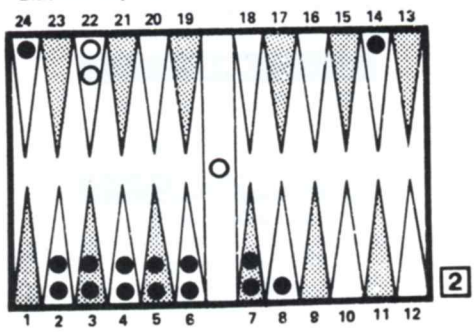
Black needs to buy some time but should reject breaking his prime by playing 7/1. This move is simply too dangerous as a quick entry and exit by White could lead to a gammon or backgammon.

Instead, Black should play 14/8, completing a seven-point prime! The reason for this seemingly bizarre move is that, Black would ideally like to see his entire prime backed up one point. By making the eight-point, Black is actually preparing to move the prime backward. With the first 1, Black completes the process by moving 2/1, breaking the two-point.

The retreat of his prime gives Black a much improved situation. White now has almost twice as many numbers which come off the bar; and the sooner White enters, the sooner he can break the twenty-two-point.

Another advantage for Black is that it helps him stall. With two blots in his home board instead of one, there is a better chance that White will come off the bar and hit Black, starting another

Black to Play 4-2



Black checker recirculating around the board.

Once the prime is backed up, Black patiently tries to recirculate his men until the desired results are achieved. For example, if White enters but does not break, and Black has moved past the twent-two point, Black should hit White's straggler to put him back on the bar. With Black's blots once again on both the one- and two-points, White again has two numbers which hit and give Black a chance to return to the twenty-four or twenty-three point.

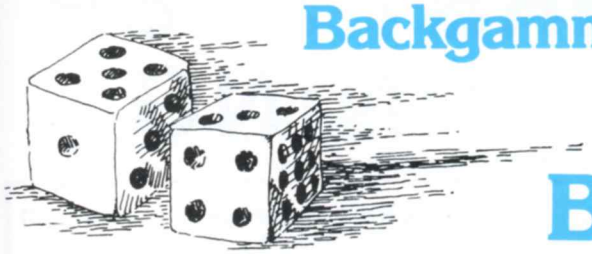
Likewise, should White break and Black miss the shot, Black must hit in his home board at the first opportunity. This not only allows Black to recirculate a man back for another shot, but prevents White from safetying his blots by making a new point.

In general, a prime extending from the three- through the eight-point is the ideal blocking formation in endgame situations when the objective is to trap an additional man. By slotting the one- and two-points with two extra men, keeping the third in reserve, the recirculating "machine" operates at peak efficiency.

Rarely, of course, will the perfect formation exist exactly when it is needed. Sometimes, however, if an existing prime happens to be advanced one point too far, it can be backed up with the unusual technique of first making a seven-point prime. ☆☆



"Don't tell me you were the big loser in the chouette again."



Backgammon Biz

Vanity publications seem the most effective means of promoting backgammon ideas. The Roman-Horowitz Cube Strategy Book is doing very well. The Labins-Gerauld publication, Competitive Backgammon, is less successful. Danny Kleinman has just put out his latest self-published book, The Wonderful World of Backgammon. Books by Jeff Ward in San Diego, the Jones-Papazian team in San Francisco, and the new, much-awaited text of Paul Magriel are the most recent developments.

Precious metals are big business. For those who simply don't want to store them, there are designers who wil mold them into something that can be admired. Sidney Mobell, the San Francisco jeweler, designed an 18K gold and platinum inlaid board worth $475,000. Bruce Zembe, before his death, told us of a solid-gold backgammon board, he had designed and poured. He wouldn't reveal the clients' names.

Computer Backgammon is big biz. Quality Software of California is the latest company to jump into the field. It is a cassette format written entirely in machine language and has an option to replay using the same dice rolls. It displays a backgammon board. Compatible computers are the TRS-80 level II, Apple II, Sol, Compal, and will soon be ready for Pet, Sorcerer, and Polymorphics.

Alfred Dunhill at Water Tower Place in Chicago is promoting the Dunisnance Medieval Castle Chess and Backgammon Table. Hand-crafted in wood and inlaid in leather, it costs a mere $2,500.

For nearly the same price you can get a Balinaise backgammon table hand-carved in India from teakwood. It includes two stools and hand-ground rose quartz chips. It can be seen at the Aladdin gift shop in Las Vegas.

Gary Kay continues to give advice in the press on how to make a living at backgammon. This time in the Jackson Capital Reporter he lists the requirements for hustling a buck. Some of his axioms are: be competitive, use math and basic logic, have will and desire, be prepared to play at night and live with risk and uncertainty, repress ego, and don't get sidetracked by the backgammon world, full of glamor, travel, beautiful women, and big money. They believe this stuff in Mississippi.

Jeff Ward, on the other hand, is engaged in more mundane ways of earning a living. His column is now carried by the San Diego Union, the Las Vegas Review-Journal, the Monterey Herald and the Norfolk Ledger-Star. He also teaches a doubling cube backgammon course in San Diego. Four sessions cost $40 and you save five dollars if you register early. The topics covered include: doubles and redoubles, take or pass, beavers, gammons, and the use of the cube in nine position situations from racing to backgames. Information from Dr. Ward at **(714) 571-7762.** ☆☆



DYNAMIC CUBE STRATEGY

by Gaby Horowitz and Dr. Bruce Roman

. . . is the first of five works addressing the Doubling Cube. **Dynamic Cube Strategy** present the overall principles involved in all cube handling and gives one the proper foundations from which to realize maximum gains from subsequent works.

☐ **YES, I'm tired of using the Doubling Cube as a paper weight. I want to learn to use it to win money and tournaments!**

Please send me _____ copies of DYNAMIC CUBE STRATEGY at $25.00 each.
(California residents please add 6% sales tax.)

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Mail to:

Advanced Backgammon Enterprises

256 S. ROBERTSON
BEVERLY HILLS, CALIFORNIA 90211

The Back Game



by Tom "Tojas" Szpond

You're down six to five in the final,
But your dice have caught the groove.
You feel you will win the war,
Then you lose the opening move.
It's bad enough she got her five-point,
Then you roll a "perfect" five and two.
After her snake eyes you begin to think
Of the miracle you now pursue.
You lost a couple of men a blot war,
Your three-point is all you could made.
You are kindly offered the doubling cube;
You gulp and say, "I take!"
She promptly rolls boxcars,
But it helps your timing quite a bit.
She continues to exploit her lead
While on the bar your checkers sit.
You begin to sense a gammon;
She has just four men left outside.
The beginner would heave his dice,
But you've managed to keep your pride.
One man before her bearoff,
You roll miraculous double threes;
She begins her countdown
While you build your board with ease.
At last! A blot! She's seven left;
You roll that heavenly four.
You glance at your five-point prime.

You glance at your five-point prime,
And slide the cube over on "4".
The match is now at stake,
And you continue to close the gap.
You soon cover your one point;
She's forced to take a nap.
You boldly begin your bearoff;
She escapes with a six at last.
The crowd around you is growing
As the last few rolls are cast.
She has five men left, and rolls deuces;
Now one roll is all it takes.
The odds are against your double,
But you are awarded with: snowflakes!
And your sweet smile of victory
Will not, for days, diminish.
For your long backgammon history
Now includes a first place finish! ☆☆

THE FIRST STEP IN LEARNING

by Gaby Horowitz and Dr. Bruce Roman

WHAT DID I MISS?

by Robert Hickey

As a weak intermediate-level player, I often find myself confused by various plays in expert circles and current BG literature. The latest, from Labins' and Jerauld's book, *Competitive Backgammon Volume 1,* is only the third move by Lee Genud in a nine-point match (Game 1, page 7).

Diagram A shows the placement of pieces after her move. I would have chosen 13-7 instead of 24-18 and produced Diagram B.

As I analyze it, her half-move 24-18 gives up the one-point anchor prematurely, duplicates own 3's, doesn't fight for her five-point — the number one priority here — and gives her opponent too much flexibility. Her opponent, if he enters, (an 8 to 1 favorite to do so), will hit on the five-point, (with a 5 or 4), the eighteen-point (with a 1, 3 or 6), and with double 2 on the five-point.

The other play 13-7 (Diagram B) maintains the defensive one-point and forces the opponent to throw a 4, 5, or 6. All other plays, except double 6's, are giving BLACK a wonderful opportunity to establish a strong block. In addition, in a hitting contest, he has that possible 2 to fight for the five-point. On the other hand, 5-2, 2-5 and double 2 are much better for her opponent now. However, on balance I still prefer building than splitting.

Unfortunately, the authors do not discuss the merits of either play, the relative strength of the opponent, or the psychological pressure this early in a match, (such as Barclay Cooke did in *Championship Backgammon*) and I am left a little lost . . . what did I miss?

Diagram A: (as played by Lee Genud)

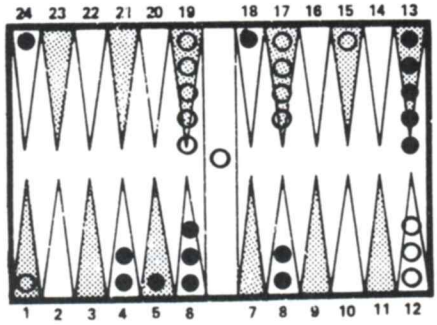
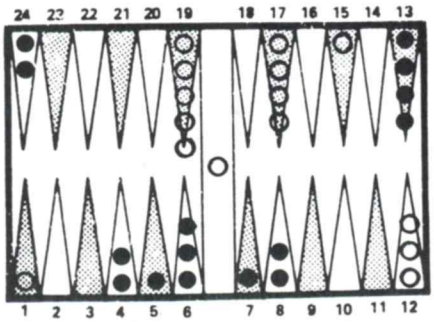


Diagram B: (a viable alternative?)



The above article appeared in the last issue of Las Vegas Backgammon Magazine.

The first step in learning is realizing that one does not know everything. Mr. Hickey acknowledges the fact that he is "left a little lost."

The move suggested by Mr. Hickey is technically correct. However, when one considers **The Opponent Factor***, Ms. Genud's move could be justified.

Mr. Hickey mentions in his article that there is no discussion by the authors of the relative strength of the opponent; thus any determination of the superior move in that particular match becomes a moot point.

Arguments can be made for either move. Aside from the reasons Mr. Hickey prefers slotting his own bar point (as Black), we would add that it allows Black to improve his distribution by unloading off his heavy midpoint.

As a general rule of thumb you should avoid being vulnerable in two different places on the board simultaneously — especially two keys as the five- and eighteen-points. White's man on the bar, however, makes this less undesirable, as White cannot utilize the full roll to his best advantage.

In this type of position it is better to build before splitting, especially in a short match in which you pay a premium for any unfortunate accidents.

Finally, the alternative move in Diagram B allows Black to play with less blots. Entry failure, the skilled player's Achilles' heel, is widely recognized. The antidote, playing with less blots, is rarely noted.

Backgammon is a game of escape and entrapment. The skilled player orchestrates both simultaneously. This is the concept behind certain variations of the opening rolls (splitting to the opponent's bar point and bringing a man down on 6-2, 6-3, 6-4 and splitting inside the opponent's home board and bringing a man down on 4-3, 3-2 and 5-4). Establishing an advanced anchor improves one's game both offensively and defensively.

Complicating the game by giving the less skilled player more decision increases the chances that he will blunder or choose an entirely inappropriate game plan.

Barclay Cooke has termed backgammon a series of calculated risks — and so it is. One must determine before the match whether a slow, grinding strategy should be employed or if quick, volative action is best.

In a short match of nine points against an inferior opponent we suggest the more conservative strategy of the slow "grind," avoiding any opportunity for a quick kill by one's adversary.

The exception to the above is when one's position is weak and subsequently needs a quick repair. That, however, is not the case here.

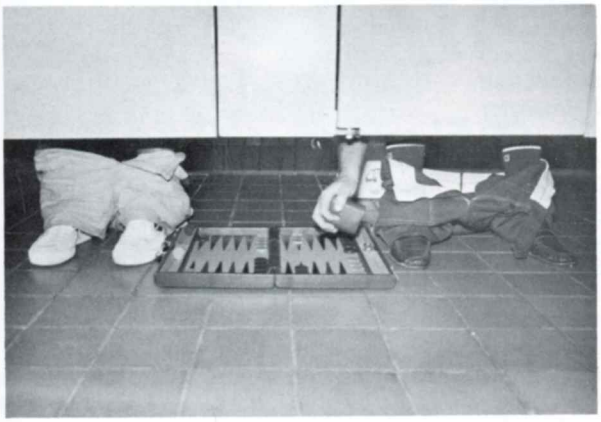
** The Opponent Factor: The concept of evaluating parameters other than the static position existing on the board when making a decision with regard to checker movement and/or the cube. These parameters include: The disparity in skill between the opponents, the emotional state of the opponent, and the score (especially in a tournament match).* ☆☆

PHOTO CONTEST

RESULTS

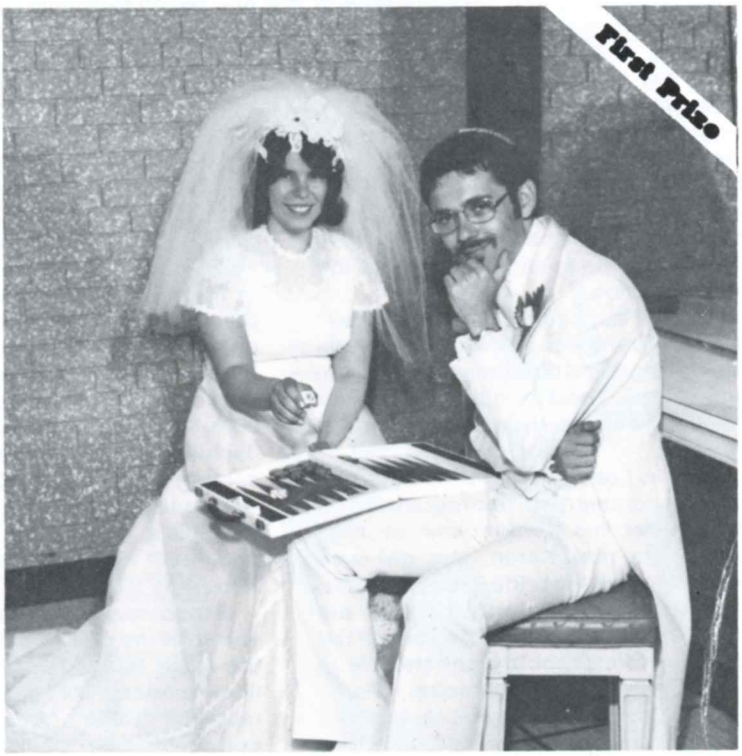
"BACKGAMMON IS PLAYED IN THE STRANGEST PLACES"

the PAY TOILET



2nd PLACE
Photo by Robb C. Turner of Palm Springs, California. What we always suspected about Palm Springs.

"What honeymoon?"



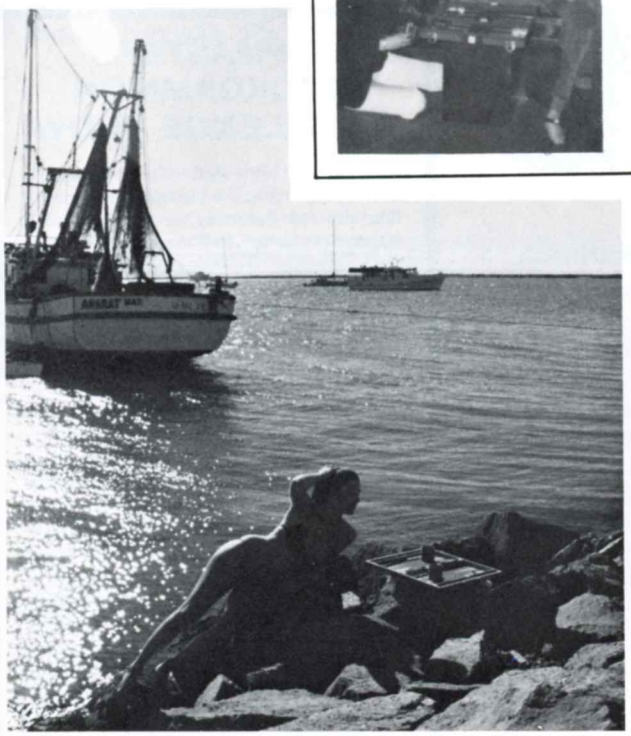
1st PLACE
Winner of the trip to Cabo San Lucas and other considerations — RHODA ROSENBERG of Huntington Woods, Michigan. After the "I dos" we assume!

What Fire?

3rd PLACE
Submitted by Karen Wolfson, Las Vegas, in MGM Hotel elevator. Don't rescue me now, I've got her gammoned.



Sharon Freeman in La Paz, Mexico.



Honorable mentions:

Debbie Endo on Diamond Head, Hawaii.



IN MEMORIAM

by Candace Nyles Mayeron

BRUCE ZEMBE

Bruce Zembe passed away March 10, 1981, at the age of thirty-eight; the world in general, and backgammon in particular, has suffered an irreplaceable loss.

We say the "world in general" because Bruce was one of those rare and congenial men who only do good and who light up the lives of all they touch. His friends and neighbors in Palm Springs where he and his family made their home for the past eight years, have already felt the vacuum left by his untimely passing.

We say "backgammon in particular" because Bruce was one of a kind. Bruce was the Master Craftsman of backgammon tables. There is nobody else employing the skill and care Bruce used in his work.

Born in Los Angeles, Bruce studied to be a commercial photographer. In 1959, after his senior year of high school, he met Karen, the girl who would become his bride five years later. As their marriage flourished, so did Bruce's photography. He was one of the few commercial photographers able to make a good living freelancing, and he began to receive numerous awards and honors. He won the Belding Award, one of the industry's highest accolades, and his picture of Vita-Pak Orange Juice won him the coveted award for Best Outdoor Billboard in the United States.

In 1969 he met Tom Gilbert, the world class backgammon player. Gilbert learned of Bruce's woodworking hobby and began expounding on his concepts of the perfect table. "He was excited by what I had to say about my 'ideal' table," Gilbert remembers, "and I was excited by his enthusiasm for the project." Gilbert hired Bruce to make the 'ideal' table, and thus began Bruce's twelve-year career as a builder of hand-crafted backgammon tables. Eventually he gave up photography entirely, and devoted himself to building tables.

He built the first few for himself and Gilbert, always improving. Gilbert estimates he has owned more than twenty Zembe tables over the years. But Gilbert is not the only one. Hugh Hefner, Elizabeth Montgomery, Frank Sinatra and Jackie Gleason are among the many celebrities who own Zembe's tables. His tables are in Pips in Los Angeles, Doubles in New York, La Costa in Carlsbad, and Florida's Jockey Club and Turnberry Isle.

Bruce travelled to Mexico City to consult with the Casa Aries Company, and the Aries tables (and boards) that are unquestionably the finest made, are the result of Bruce's long search for the perfect method of getting the points flush with the playing field.

He pioneered the side-by-side concept. First executed as tables for the double interlocking chouettes at Hefner's mansion, in 1979 he designed



and marketed the portable airplane side-by-side boards now sold in backgammon and game stores.

Bruce and Karen were married seventeen years. When Bruce travelled on the backgammon circuit, more often than not he brought his wife AND his children — Erika, 14, and Zachary, 11 — for he could not bear to be away form them for even a week. He adored and revered his wife and children as much as they did him. He kept his long illness a secret from all but his family. As great is our sorrow and the sorrow of Bruce's non-backgammon friends, so much greater is the sorrow of Karen, Erika, and Zachary. But as much as Bruce gave to the world, as well as backgammon, his family was the greatest beneficiary. ☆☆

A TWO-EDGE FACTOR

Continued from Page 39

5. When in doubt, take; when in doubt do not double. It is generally better to be a taker than a giver because of the tremendous advantage of possessing the cube.
6. When the game is already doubled, be more cautious in redoubling your opponent. You should have at least a 2-1 advantage before redoubling.
7. Avoid offering or accepting emotional (injured pride) doubles. They are usually suicidal.
8. When you are a winner with a comfortable margin, you should avoid doubles. They usually help your opponent catch up.

There are a lot of situations and paradoxes where any or all these rules can be challenged. These require a lot of practice and reading. Perhaps some of these will be discussed in the following newsletters. Just remember; **EXPERIENCED PLAYERS (WINNERS) USE THE DOUBLING CUBE SPARINGLY AND CAUTIOUSLY; THE PLAYER WITH THE CUBE USUALLY HAS THE LAST LAUGH!**

GLEANED FROM:

The Backgammon Book, by Oswald Jacoby & John Crawford
Backgammon; The Cruelest Game, by Barkley Cooke & John Bradshaw
Better Backgammon, by Tim Holland
Backgammon, by Paul Magriel
Backgammon For Winners, by Gaby Horowitz & Dr. Bruce Roman ☆☆

PIPMASTERS BACKGAMMON CHALLENGE SHOW

Liberty Cable's community access program is changing the backgammon hour's time slot from Saturday mornings (opposite "Capt. Kangaroo") to Tuesday early prime-time (opposite "Tic Tac Dough" and "Barney Miller" re-runs).

Regarding the show in the issue before last, R.S. Kolemaine is not giving lessons on TV. He is actually playing a chouette, live, with the viewing (not studio) audience participating in each play. For any club director interested in getting a similar program on the telly, he will be happy to tell them how it's done. (Note that the total production costs for the past twenty-nine Pipmasters have been $129.35 (one hundred dollars for rights to use a Herb Alpert cut for the theme and the balance for props — sure beats printing and mailing a weekly newsletter at $150 + per issue!).

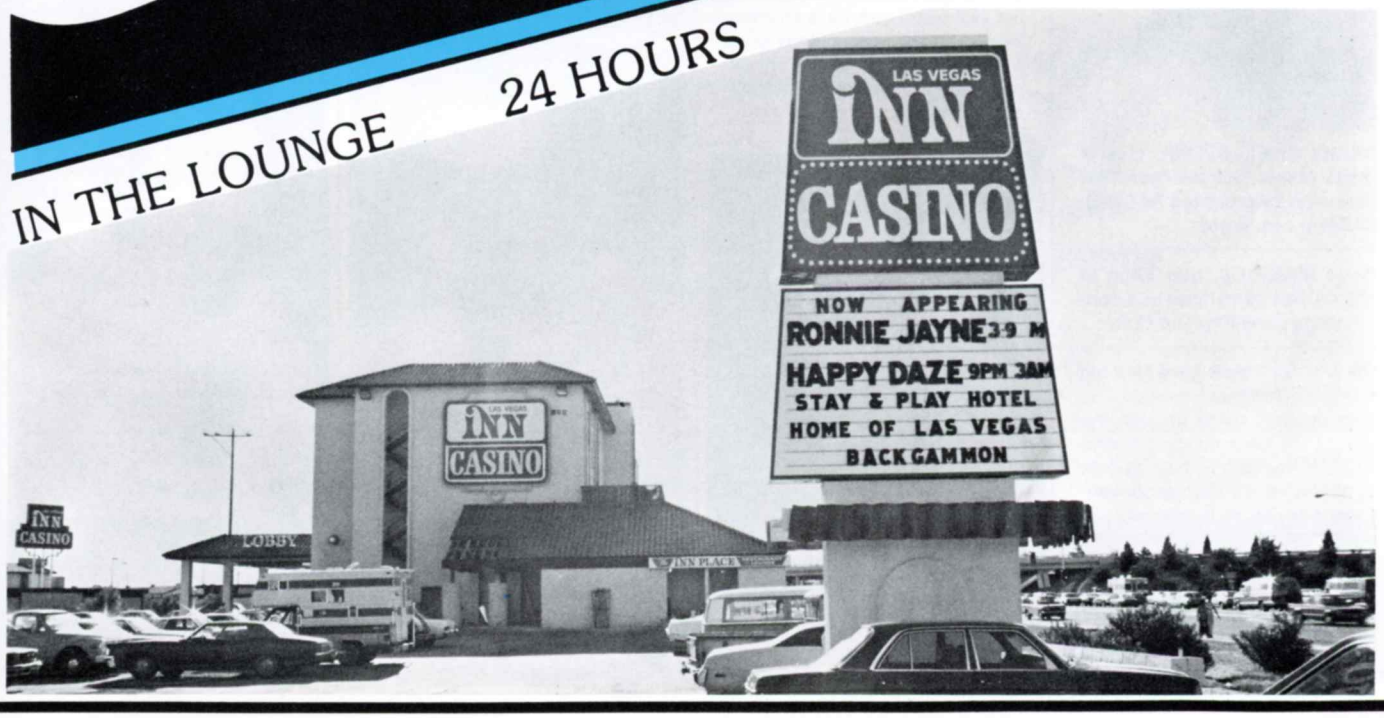
Kolemaine is still looking for anything graphic that can be used on the show, along with any reports from club directors regarding what's going on in their areas.

Nightly in Las Vegas.
Only at the
Las Vegas Inn & Casino.

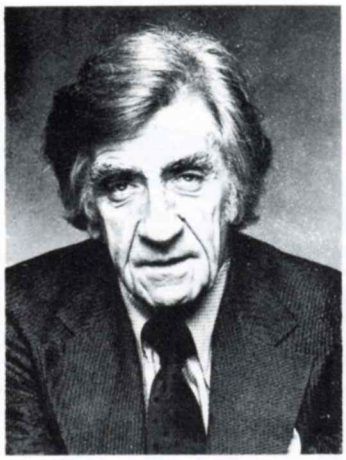
BACK GAMMON

(702) 454-2403

IN THE LOUNGE 24 HOURS



BACKGAMMON BITS



PRINCE OBOLENSKY tournament cruise cancelled for lack of interest. **JO FLETCHER,** of Dallas, who did show up, found plenty of backgammon with the Greek crew . . .

Wendy's Hamburger's is now sponsoring backgammon tournaments for charity. The beneficiary - Easter Seals in Pennsylvania . . .



CRAIG CHELLSTORP, master chess player and backgammon champion, has married **RACHEL KARR** in Las Vegas . . .

PAUL MAGRIEL, now living in Boston, has been hired as a consultant by New England Coin . . .

The Marriot Hotels have hit it big with their Gammon Lounges. The boys upstairs came up with the idea of the backgammon theme for their lounges to help guests combat what is known as conventioneer boredom. It worked . . .

JIM BAILEY, who impersonates **JUDY GARLAND** and **BARBRA STREISAND** among others, loves to be photographed in moments of relaxation with his favorite backgammon board . . .

TONY GOBLE, feeling fit after collapsing during a strenuous match at the Las Vegas Desert Inn high stakes tournament; **Dr. K** back in Las Vegas permanently with wife in tow . . .

The Fort Worth Opera Guild's Eighth Annual Backgammon Contest was hosted by **OSWALD JACOBY.** A very posh affair . . .



Handsome **JIM MATAYA,** winner of major honors in 1971 and 1972, retired from the game until recently, because, in his words, "I met a nice-looking tomato." He's back in action now and has a standing $25,000 challenge for a winner-take-all nine-ball match. Nobody has volunteered. "Everybody is afraid to play me, and I don't blame them." In addition to his skill with a cue, he is an effective comedian (particularly good at imitations of other top contestants, and is an expert backgammon player . . .



The Bayou Dive Club in Monroe, Louisiana has shattered the world's record in underwater backgammon. Playing with metal washers and steel dice on a plate metal board, the club eclipsed the old 202-hour record by lasting 211 hours. Seventy people participated in the stunt . . .

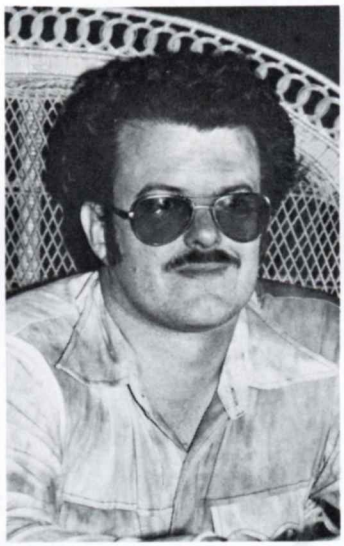
PHIL WISWELL'S unique job is game review editor for a national magazine. He plays new games all day and gets paid for it. He said he recently reviewed a board game called Marrakesh "that is destined to become as classic as backgammon" . . .

If you missed it on the East Coast, watch "To Tell The Truth" next month on the West Coast. You'll see **RUSSELL SANDS,** Amateur Backgammon Champion for 1981, trying to fool the panel. I think he gave himself away by his $500 sports jacket. Sands is now an account executive with Shearson Incorporated . . .

The new **BARON BALL** book, "Alpha Backgammon", has now been translated into Spanish . . .

OSWALD JACOBY, who claims no man alive can beat him if he plays him all three games (backgammon, bridge and gin), proved it in Reno at the Amarillo Slim Poker Championships. Learning the lesson was **STUART UNGAR**

The Santa Rosa Benefit Backgammon Tournament at San Antonio Country Club is now over



There were several winners at the three-level tournament held by International Backgammon in Reno. DAVID LEIBOWITZ, BUDDY KHOURY, and **DAVE ASHLEY** won . . .

BETTY JONES and **KEITH KELLY,** Dallas backgammon players since the Pawn Shop days, have tied the knot. Speaking of Pawn Shop Alumni, **MALCOLM DAVIS,** long missed at tournaments, is planning to re-enter the circuit . . .



ROGER MOORE, Agent 007 in the James Bond movies, has swapped his license to kill for a license to win; and, the victim is none other than **CUBBY BROCCOLI,** his producer, who has dropped $260,000 to Moore at backgammon since filming of the latest Bond movie, "For Your Eyes Only", started in Cortina, Italy, three months ago . . .

Mayfair of New York getting ready to move. The Mayfair complex has gone co-op . . .



6th ANNUAL

Merit World Backgammon Championship.

PRESENTED BY LA SOCIÉTÉ DES BAINS DE MER
MONTE CARLO JULY 6-12 1981

$10,000
Added Prize

sponsored by:
Merit Filters, S.B.M., Black & White Scotch

Events will include:
- **6th World Backgammon Championship**
- **Intermediate & Beginners Championship**
- **The World Inter-Club Championship sponsored by Black & White Scotch $10,000 Prize Money Added**
- **The Monte Carlo Jackpot**
- **Tennis Doubles at Monte Carlo Country Club**
- **Fixed Odds (Ante Post) Betting Service**
- **Auction party for all the players**

ENTRY FEES

CHAMPIONSHIP	INTERMEDIATE	BEGINNERS	JACKPOT	INTER-CLUB
$500	$200	$100	$1000	No Entry Fee

HOTELS
(including Service & Taxes)

Hotel de Paris

Suite	$1720
Double 1st Category	$ 785
Double 2nd Category	$ 730
Single	$ 560

Mirabeau

Double 1st Category	$ 510
Double 2nd Category	$ 450
Single 1st Category	$ 375
Double 2nd Category	$ 320

USA Coordinator
Lorrie Mickle
354 Chilian Ave
Palm Beach
Fla. 33480
Tel. (305) 833-7513

Beach Plaza

Double Sea View	$ 560
Double Standard	$ 480
Single Sea View	$ 460
Double Standard	$ 380

L'Hermitage

Suite	$1270
Double 1st Category	$ 600
Double 2nd Category	$ 545
Single	$ 450

Players wishing to reserve at LOEWS MONTE CARLO must contact the reservation office directly Telephone: (93) 50.65.00 for rates and confirmation. It is advisable to mention participation in the World Backgammon Championships.

MERIT

SBM MONTE-CARLO



With the participation of La Direction du Tourisme et des Congrès de la Principauté de Monaco



At the center of the Las Vegas strip the Desert Inn offers a unique elegance for an inner circle of vacationers. For those who expect the finest in accommodations, hospitality, dining, stage entertainment, tennis, golf and swimming, they find it all at this "Preferred" hotel. A lavish combination of suites and rooms, each with free first-run movies on closed circuit TV, looks out across 200 acres of one of America's most challenging golf courses. Three elegant dining rooms and sunlit country club restaurant offer a variety of relaxed settings. Along with a giant sparkling pool, a number of small outdoor steaming hot pools presents special contentment. A perfect combination for a romantic interlude and sophisticated adult fun awaits every guest.



DESERT INN
and Country Club
LAS VEGAS