

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 1

Backgammon is now the rage and will be for many years to come.

The revival of this game has been principally caused by a new rule which has added a gambling thrill to the game, and also by a new feature of team play which enables as many as six to play in the same game, and making it much more sociable.

The game is not at all difficult and one can get a working knowledge of it in the short time of 20 minutes. Backgammon is not entirely unlike Parchesi, and a knowledge of one game will help in learning the other. In both games men are moved around a board in accordance with numbers thrown by two dice; lone men are sent back to start life anew; the player first removing all his men from the board wins the game.

Nearly everyone has seen the old-fashioned folding checker board, which, when closed up, looked like two books, and most people have wondered about the strange triangular markings on the inside of the board. Few have realized that they were looking at the layout of one of the oldest games in the world. These 24 triangular markings are called points and serve as resting places for the men as they are moved

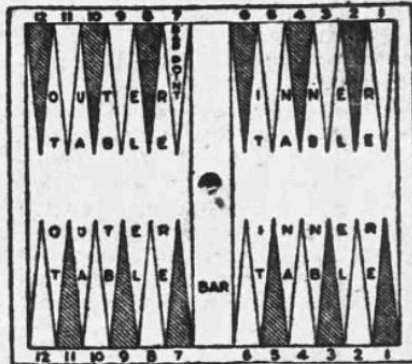
the purposes of these articles the inner tables will always be placed to the right, but the reader will readily understand that to the player opposite the inner tables will be on the left.

For the purposes of these lessons, the points in the diagram have been numbered. The men are placed on the board on certain points and are moved from one inner table across the BAR to the other table, from thence to the opposite outer table and finally into the other inner table, from which they can be removed from the board. This unusual set-up of the men, coupled with the illogical shape of the board, have been great handicaps on this game. The boards are in no way marked to indicate the position of the men, and if the board had been made in the shape of a U or a horseshoe, the beginner would more readily understand that the men of one side march along one arm of the horseshoe—round the curve—and up the other arm. In the meantime, the opposing men start on the other arm and are moved in the opposite direction with the same object in view, namely, to assemble together at the end of their journey and then be removed from the board.

The set-up of the men and the numbering of the points will be explained in Lesson No. 2.

(Copyright, 1930, by King Features Syndicate, Inc.)

B Black's A Home



C White's D Home

around the board. The points are of alternate colors to facilitate the rapid moving of the men, as one quickly learns that an even number takes a man from a point of one color to another point of the same color. An odd number, of course, would move the man to a different colored point.

As will be seen in the diagram, the board is divided into two sections by a BAR. One section contains the inner tables and the other the outer tables. For

Speeding Auto Kills Bluecoat; Two Held

CHICAGO, Oct. 26 (U.S.).—Policeman Erwin E. Kaden, 35, was killed today—his twentieth day as a policeman—on his way to report for work, when a car, admittedly driven 50 miles an hour by an intoxicated youth, ran him down.

The driver, Claude La Plume, of Evanston, was held on a charge of murder. His companion, Edward Barthelmes, 24, of Chicago, was held as an accessory.

Ad Club to Hear Radio Broadcaster

Harry C. Butcher, Washington representative of the Columbia Broadcasting System, will be the guest of honor of the Advertising Club at a luncheon tomorrow in the National Press Club auditorium at 12:30 o'clock.

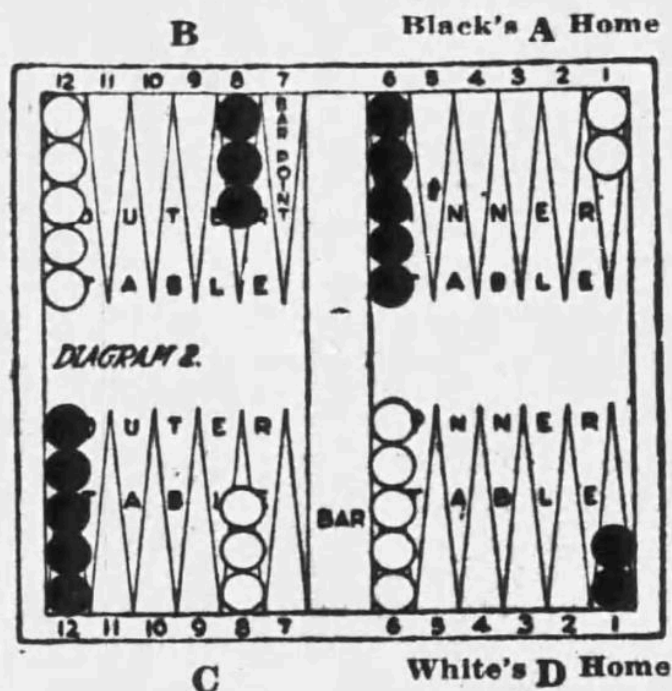
He will speak on "Some Results of Radio Network Advertising."

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON No. 2



Before beginning play, the men are always set up as shown in the above diagram. As will be seen, there are 15 men of each color. Some are already in the home table, some half way round, three nearly home, and two just starting. The object of the game is to assemble all the men in the inner table, and then start removing them from the board in accordance with the numbers thrown by the dice. The side first removing all its men wins the game.

The two White men on the one-point in Black's inner table, have to be moved counter-clockwise through both outer tables into White's inner or home table. For the purpose of explaining this game the points in the diagram have been numbered. I regret to

say that this is not done on the boards now being sold. White's two men on the one-point must travel up to the twelve-point, across to the next point, which is the other twelve-point (now you will understand what I meant in the first lesson by saying the board should be U shaped) and from there down into White's inner table.

The same applies to the White men on the twelve-point—they are half way home and only have to cross over to the other twelve-point and down into the inner table. The men on the eight-point need only move two points to be in the inner table. Of course, the White men on the six-point are already home. Only when all the men have been assembled in the inner table can that side start removing the men from the board. This final step is called **BEARING** and will be explained in a later lesson.

Black's men in the meantime are traveling in the opposite direction, that is, clockwise, consequently men of opposing sides have to pass one another in getting to their home tables and therein lies one of the fascinating features of this game. Men of opposing teams cannot stop on the same point at the same time. A lone man on a point is called a **BLOT**. A **BLOT** can be **HIT** (sent back) by an opponent and the man **HIT** must start again from opponent's inner table.

(Copyright, 1930, by King Features Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

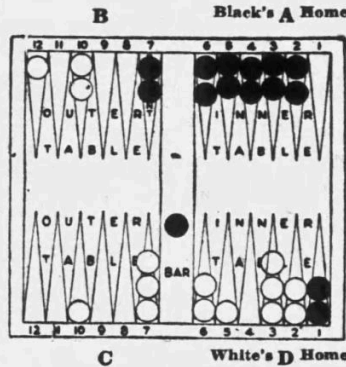
By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 3

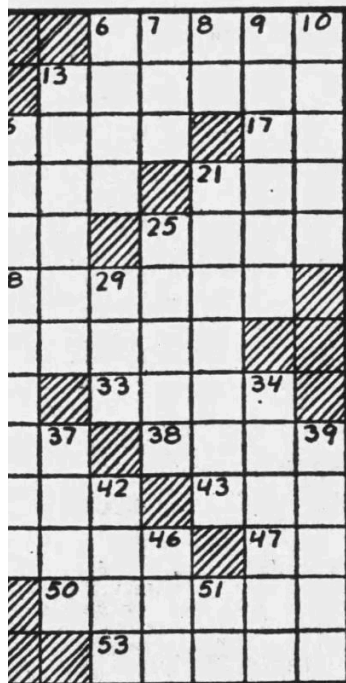
A man HIT is placed on the bar and before any other move can be made, the man or men on the BAR must be re-entered in the game by being placed on a point in the opponent's inner table. That is, if a Black man had been HIT, White would place the man on the BAR, and on Black's next cast of the dice, Black must enter the man on the BAR in White's inner table on any point which is not occupied by two or more of White's men. To prevent the re-entry of the men on the BAR, each player endeavors to safely cover as many points as

possible in the inner table. Of course, a single White man on a point in White's inner table does not prevent Black from entering on that point, and if Black threw the correct number which enabled him to HIT the lone White man, the White man would in turn be sent to the BAR and compelled to enter the game again in Black's inner table.



s-Word Puzzle

E SHEFFER



course
VERTICAL

- 1—jogs
- 2—extended musical composition
- 3—by
- 4—male sheep
- 5—cease
- 6—playing cards having ten spots
- 7—skill in performance
- 8—jumbled type place

where a fluid is taken into a channel

- 10—means of controlling
- 12—lake in New York
- 13—cereal
- 16—gave the power to act as a representative
- 19—principal beams
- 21—throbbing
- 23—lively dances
- 25—the white poplar
- 27—part of "to be"
- 29—consumed
- 31—edible bulbs of pungent taste
- 32—one who stalks wild animals
- 34—worships
- 35—cleared land
- 37—verbal
- 39—gaze at intently
- 41—outer covering of a tree
- 42—short distance
- 45—human beings
- 46—organ of hearing
- 49—feather

solution to yesterday's

SANT IS
LIO ASH
IL MILE
T CIDER
PORE W
FAME LO
OGO COO
RE CLAD
T CLEF
SHAW Z
THAW MU
IAS SAL
CHELIEU

Referring to the above diagram. The game has progressed considerably. Black has succeeded in getting a number of his men in his home or inner table, but unfortunately he has a man on the BAR. Black's turn to play and as he casts a three and a two, he cannot enter the man from the BAR as White has both those points covered, consequently Black cannot make a play, as one is not allowed to play when one has a man on the BAR. Note that White has a lone man (BLOT) on his five-point and even though the total of the two dice amounted to five, the throw cannot be played, as players are not allowed to total the throw. Each number must be taken separately, though one man can be moved for both numbers. Another interesting thing: In most games, when doublets are thrown, the player is usually allowed to make another cast. That is not so in Backgammon, but one is allowed to double the doubles, that is if double threes were thrown, the player is allowed to make four moves of three points each. The threes may be all taken with one man or they may be split up between two, three or four men.

Referring to the diagram again, if Black had thrown double fives, the whole picture would be changed. He would have entered the man from the BAR for one of the fives and sent White's man to the BAR; and then moved the same Black man to the ten-point and caught another White man. Black cannot move this same Black man any further as the point five points away is covered by two of White's men. However, he has to move somewhere, players are not allowed to waive any numbers. He cannot move the two men from the one-point; so he moves the two men on the seven-point to the two-point, thereby completing his four moves of five each. White is going to have considerable trouble in entering his two men as Black has all the points covered with the exception of the one-point.

Copyright, 1930, King Features

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

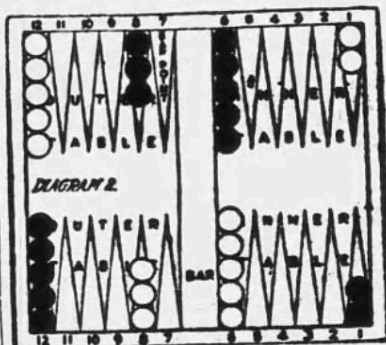
Author of "Backgammon in 20 Minutes"

LESSON NO. 4

Diagram 4 shows the correct set-up, though the reader can understand that if it is desired, the White Men can be placed where the Black Men are, and vice versa. The set-up shown is standard and is the one used at the clubs in New York and elsewhere. There are other forms of Backgammon named after the countries in which these unusual set-ups are used. The reader is strongly urged to avoid them. They are not nearly as interesting and only serve to complicate the situation. Let us keep Backgammon a simple game and avoid all these variations. Backgammon is a much more interesting game than Mah Jong and will be played for many, many years. Mah Jong was also interesting and would have lasted much longer had not so many variations been introduced.

White has to assemble all his men in the Home Table marked D. The two men in A travel

B Black's A Home



C White's D Home

across B—through C and into D. Black has to move his men into table A. In order to handicap the opponent, each player tries to fill the points in his inner table as quickly as he can, so that when a man of the opposing side has been sent to the BAR, he will have some difficulty in getting his man on the board again. If all six points in the home table are covered by the home team, an opposing man on the BAR could not enter, and consequently could not play until the home team leaves a point open.

The opening moves of the game are the most important. Hoyle made a list of them which has been followed by most people and have been accepted as standard. Hoyle has been dead over a century and there have been no changes in these opening moves until the writer announced six new moves. For the purpose of these lessons, the writer will explain the old moves and in a later lesson he will explain the theory of the new moves.

In playing the game the points that it is advisable to fill as quickly as possible are: First, the

five-point in the home table; secondly, the BAR-POINT, marked 7. This is the point next to the BAR in the outer table.

The next best move is to cover the four-point, then the three-point. Also the five-point in the opponent's home table; it has a great nuisance value.

Avoid advancing your men too far into your inner table, as such men are practically out of play.

Copyright, 1930, King Features Syndicate, Inc.

Today's Cross-

By EUGENE

1		2	3	4		
		9			10	
12	13		14			15
17		18		19		
21			22		23	
	25			26		
		28				
	30					31
34						35
39				40		
43				44		
			47			
50						

HORIZONTAL

- 1—prevent
- 6—inspire with fear
- 9—Italian unit.
- 11—free to be entered
- 12—provided that
- 14—determined
- 16—correlative of either
- 17—lubricate
- 19—finished
- 20—established value
- 21—post
- 23—Greek goddess of dawn
- 24—act of subjecting the body to water
- 25—implement
- 27—soft interior of a bone
- 28—Christmas carol
- 29—farmer in South Africa of Dutch descent
- 30—ascend
- 32—the bow of a vessel
- 34—mist
- 35—furniture for sleeping
- 37—bite at suddenly with the teeth
- 39—part of "to"
- 40—roofless inner court
- 42—title of respect

- 43—myself
- 44—looks at
- 46—towards
- 47—inclines the head
- 48—itinerary
- 50—requires
- 51—English novelist

VERTICAL

- 1—self-evident truth
- Herewith is the day's puzzle.

T	S	A	R	S	
R	O	T	A	T	E
O	N	M	O	R	
T	A	G	P	I	
S	T	I	R	E	
A	R	E	A		
D	E	R	O		
H	E	L	E	N	
F	U	R	S	I	
I	N	S	B	O	
E	T	M	A	N	
L	E	P	E	R	S
D	R	A	N	K	

HOW TO PLAY BACKGAMMON

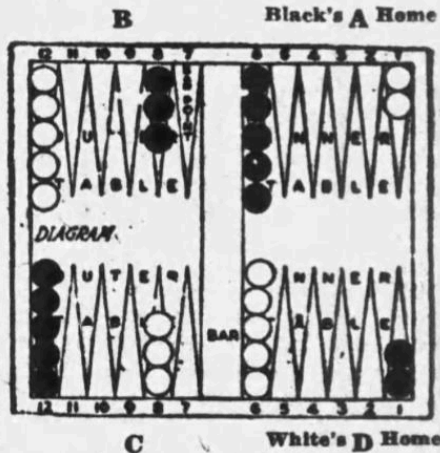
By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 5

In leaving lone men (BLOTS) on a point risk the men which have advanced the least and at such points as will require the total numbers of both dice to reach. Failing this, keep as near your opponent as you can, as the numbers 1 or 2 are thrown less often than the numbers 3, 4, 5 or 6, which numbers can be made by the sum of the two dice.

Before commencing the game, each player casts one die. The higher has choice of seats, position, color of the men, and has first play, for which he has to use the numbers shown by the two single dice. The reason for being compelled to use this throw is that there is some advantage in playing first; there is also con-



siderable advantage in playing doublets, as it gives a player four moves; this coupled with first play would be unfair, and for that reason the rule has been laid down that the first player must use the numbers thrown when deciding who shall play first.

If both single dice show the same number, they must be cast again. There is a doubling feature which enters the game when such a cast is made, but the writer will take that up in a later lesson.

In explaining these standard opening moves the White men will be used, but the reader will undoubtedly understand that the same moves will apply to Black's men travelling in the opposite direction. I will commence with the throw of a double six and go down through the list. Though the actual first move cannot be a double for the reason above explained, the second cast of the dice could be a double and would also be an opening move. DOU-

◆BLE SIX. Move two White men from point A 1 to opponent's BAR-POINT B 7, and for the other two sixes move two White men from B 12 to White's BAR-POINT B 7. This making of the BAR-POINT is a very good move.

Cast of SIX and FIVE. Move one man from A 1 point to B 12. It is a poor throw of the dice.

(Copyright, 1930, by the McNaught Syndicate, Inc.)

Princeton Leaves For Chicago Game

PRINCETON, N. J., Oct. 30 (I.N.S.).—Coach Bill Roper took a squad of 32 Princeton players to Chicago tonight for the game with the University of Chicago on Saturday, he announced this afternoon as the Tigers took a final workout here.



By GENEVIEVE KEMBLE

Despite some chaotic or confusing situations of a more or less baffling or intriguing nature, this should be a very lively day and eventually one of much substantial accomplishment. While new undertakings are under this singular or sinister vibration, yet the Saturn force for stabilizing and tenacity should assist in vanquishing these hidden adverse forces. Writing, meticulous tailoring, smart industry and employment are all under productive sway.

Those whose birthday it is are assured of a year of much stable growth and advancement, mainly through their personal application and indomitable perseverance. Precaution and diligence may be called upon to offset sinister and chaotic situations, especially in relation to new projects or alliances. Employment, labor, writings, publishings and trade are under good auspices, also property interests and old-established connections. A child born on this day should be brilliant, versatile, responsible and practical, and should reach a secure place in life through its own industry and efficiency.

HOW TO PLAY BACKGAMMON

Author of "Backgammon in 20 Minutes"

By HAROLD THORNE

LESSON No. 6

White's men are only used in illustrating these opening moves. The same moves apply to Black's men, but they move in the opposite direction.

The next cast on the list is the throw of a 6 and a 4.

For this throw move one man from A 1 point to B 11 point.

For 6 and 3, move one man from A 1 point to B 10 point.

For 6 and 2, move one man from B 12 to D 5.

For 6 and 1, move one man from B 12 to C 7, and another man from C 8 to C 7, making the **BAR-POINT**. This is always a good move.

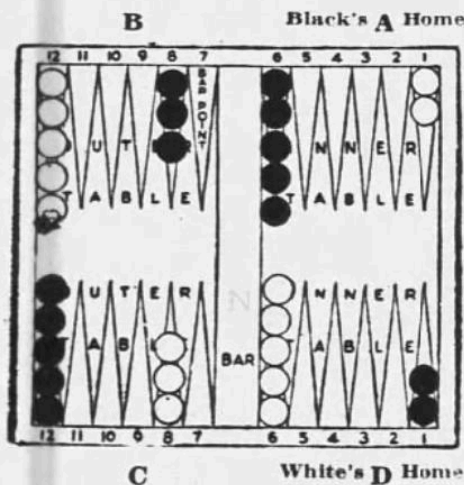
For double fives, move two men from B 12 to D 3, thereby covering the three-point.

For 5 and 4, move one man from A 1 to B 10.

For 5 and 3, move one man from C 8 to D 3, and another from D 6 to D 3, making the three-point.

For 5 and 2, move one man from B 12 to C 8, and another from B 12 to C 11.

For 5 and 1, move one man from B 12 to C 8, and another from D 6 to D 5.



For double fours, move two men from B 12 to D 5, making the five-point. Always a good move. Another move for double fours is 2 men from A 1 to A 5, and two men from B 12 to C 9. The writer prefers the latter

ST. JOHN'S CHURCH

Lafayette Square

SERVICES FRANCAIS

tous les dimanches a 4 heures par
M. le pasteur, F. Vurpillot

PRESBYTERIAN

move.

For 4 and 3, move one man from B 12 to C 9 and another man from B 12 to C 10.

For 4 and 2, move one man from C 8 to D 4, and another from D 6 to D 4, thereby making the four-point.

For 4 and 1, move one man from B 12 to C 9, and another from D 6 to D 5. Another move for this case is B 12 to C 9, and A 1 to A 2.

For double threes, move 2 men from C 8 to C 5, and 2 men from D 6 to D 3, thereby making two points in the inner table. Another play for this cast is 2 men from A 1 to A 4, and 2 men from C 8 to C 5. Still another play is 2 men from B 12 to C 7. The writer prefers this last move.

For 3 and 2, one man from B 12 to C 10, another from B 12 to C 11; or for the last half of this move, a man from A 1 to A 3.

For 3 and 1, move one man from C 8 to D 5, another from D 6 to D 5, making the five-point. A good move.

For double twos, two men from B 12 to C 11, and two from D 6 to D 4. Another move for this cast is two men from D 6 to D 4, and two men from A 1 to A 3.

For 2 and 1, move one man from B 12 to C 11 and another man from A 1 to A 2. Another move for this cast is one man from B 12 to C 10.

SPIRITUALIST

THE FIRST SPIRITUALIST CHURCH

Lecture by the Pastor.

REV. ALFRED H. TERRY

Subject:

"HAUNTED HOUSES"

Followed by Spirit Messages

Sunday, 8 p. m., at Pythian Temple,
1012 Ninth St. N. W. Second Floor

PRESBYTERIAN

GEORGETOWN PRESBYTERIAN CHURCH

(Organized 1780)

F St. Near 31st St. N. W.

REV. FRANK SERGEANT NILES,

Minister

9:45 a. m.—Church School

11:00 a. m.—Morning Worship and

Sermon—

"NOT TO DESTROY BUT TO FULFILL"

7:00 p. m.—Christian Endeavor

"The Eighteenth Amendment"

Leader, Mr. Robert Hulburt

PRESBYTERIAN

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 7

BEARING, That Is, Removing the Men from the Board in the Final Stage of the Game.

Only when the player has assembled all his men in his inner or home table, can he start to remove them from the board. If, after the player has started BEARING, one of his men should be sent to the BAR, the man would have to be entered in the opponent's inner table and played around the board to the inner table before BEARING could be continued.

It matters not if the opponent still has some men in the player's inner table. BEARING can be commenced, just the same, but of course, care must be exercised in exposing single men.

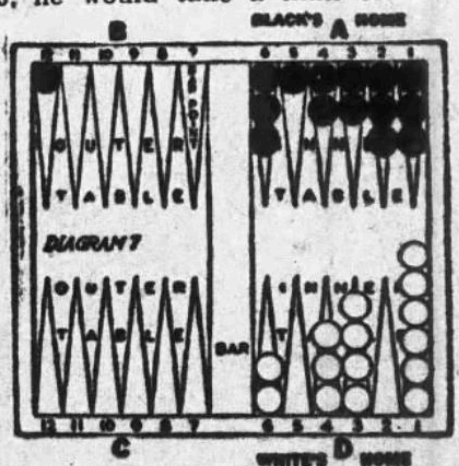
In the above diagram, White has assembled all his men in his home table, and can now start BEARING. For each six he casts, he can take a man off the six-point; for a five, a man off the five-point, and so on. If there is no man on the point cast, a man must be moved down; if there is no man on a higher point, then the least advanced man can be taken off. For example: If White cast a 6 and a 5, for the 6, he would take a man off the six-point, and for the five spot, he would move a man down from the six-point to the one-point. If White had thrown a 6 and a 3, he would take a man off the

other two fives (doubles count double) he would take two men off the four-point. If White had cast a 5 and a 2, he could not remove a single man—for the 5 spot he would move a man down from the six-point to the one-point and for the 2 spot he can move any man down two points, but he cannot take a man off the one-point. His best play for the 2 spot would be from the four-point to the two-point as that gives him one more point to play off from. Moving a man from the three-point to the one-point would be bad play as there are plenty of men on the one-point and it is highly probable that another two spot will be cast before all the men have been worked off. Note that White has six men on the one-point. Man people believe that no more than five men can be placed on any one point, they get this idea from the fact that few illustrations show more than five men on a point.

To refer to the diagram again, Black cannot start BEARING yet as he has still a man outside of his inner table. If on Black's next throw, he casts a double six, he would have an excellent chance of winning the game. He could move the man on B 12 to A 6 and then for the other three sixes, Black can take off three men from the six-point. Black's men are distributed much better than White's, and undoubtedly White will have to play some men down, which is almost the same as a complete loss of the cast of one die. The rule on BEARING is: If higher numbers are on dice than men on points, men can be taken from next lower points. If lower numbers be thrown and the points hold no men, men must be played down from higher points.

The great thing is to try to work off the men as quickly as possible. If the numbers cast have no men on the corresponding points, try to move one man down and then off. Of course, if the opponent has a man on the BAR or in the winner's inner table, moves must be carefully figured out in order not to expose a man.

(Copyright, 1930, by King Features Syndicate, Inc.)



six-point, and another off the three-point. If White had thrown double fives, he would move two men down from the six-point to the one-point and then for the

95
15
60
65
25
25
75
up
0
it
5
5-A
food
mo-
for
192.
a
ces
not
due
fer-
Mr.
390
1.
40.
136
D10
400.
N.E.
cyl.,
body
rice.
d.
DS.
137
ser's
St.1
all
Full
sch.
10.
lures
7557
136
8945
276
145
95
35
VIC2
128

HOW TO PLAY BACKGAMMON

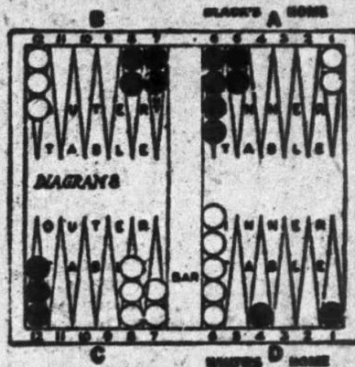
By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 8

In Backgammon there are two kinds of doubles, automatic and voluntary. There are three automatic doubles. One, when the players are casting to decide which shall play first; if both single dice are the same number, the game is a double game and the points are doubled; such a throw is a tie and the players cast again. If the next cast is a double, the points are again doubled, and so on for each double, but only when casting for first play. There is no limit to the number of doubles in any one game.

The second automatic double indicates the type of victory. If the loser has not started BEARING (removing his men from the board), the game is called a GAMMON GAME and the points are automatically doubled. The third form of automatic doubles is not really a double, but a triple; when the loser has not started BEARING and has a man on the BAR or in the winners in-



ner table, the points are tripled and the game is called a BACKGAMMON.

The other type of double is the voluntary double. The rule is: Either side before casting the dice, can propose the first double; if the opponent rejects the proposal, the game is forfeited and the proposer declared the winner. On the other hand, if the opponent accepts the double, the acceptor has the sole right of proposing the next double, and so on. There is no limit to the number of doubles which can be proposed and accepted, provided the doubles are proposed by each side in turn. These voluntary doubles give a great punch to the game and are the main cause of the revival of this most ancient of games. They are in addition to the automatic doubles. In one game the writer watched, there were two doubles by dice in casting for first play; four voluntary doubles, and the game was a Gammon Game, making seven doubles in all. There were five playing; one man against four playing as a team, the team lost and the winner collected 128 times the original points from each member of the team. The origin of this doubling feature

is rather obscure, but it is believed to have come from a form of wagering used in playing golf in Europe. Strange as it may seem, a conservative player can use this doubling feature to advantage, by waiting until the opponent proposes the first double, and immediately dropping out if the chances look badly. He then only loses his original point. On the other hand, if our conservative friend decides to accept the double, and the game turns in his favor, he is in a much better position, because, whilst his opponent only increased the point by one in doubling first, our timid friend waits until absolutely sure, and then by redoubling adds two points, making a win of four points if successful. Whereas, the bold musketeer who doubled first was limited to a raise of one point only.

Of course, two bold gambling spirits keep doubling one another on the slightest provocation. It is most amusing to watch.

By the way, if you are sure of scoring a Gammon Game, do not propose a double, as your opponent will reject the proposal and slip off the hook.

Another cause for the revival in Backgammon is the new feature called Chouette (pronounced Shoe-et), which enables more than two to be interested in the same game at the same time. This feature will be described in Lesson No. 9.

(Copyright, 1936, by King Features Syndicate, Inc.)

TODAY'S PROBLEM

What would you do? It is White's move and he has just cast a three and a one.

British Jumpers Arrive for Meet

NEW YORK, Nov. 3 (I.N.S.). Kilbairn, St. Roy and Manambar, three British horses which have been entered in the first Grasslands International Steeplechase, to be run December 6 at Grasslands Downs, Gallatin, Tenn., arrived here this afternoon from England aboard the S. S. Minnetonka and were immediately shipped to Tennessee.

Lieut. W. L. Newell, owner of St. Roy, and Lieut. E. B. Shey, owner of Manambar, also were aboard the liner. They will ride their horses in the race at Grasslands over the course which is a duplicate of the world famous Grand National at Aintree, England. Lieutenant Newell, on Ismet, won Earl Haig's Cup in England in 1927, 1928 and 1929, while Lieutenant Skey has a long list of triumphs in England and Germany to his credit.

WINNING STREAK

Ivan Parke, noted jockey, had the leg up on ten winners at the Latonia racetrack on October 16 and 17, 1923.

HOW TO PLAY BACKGAMMON

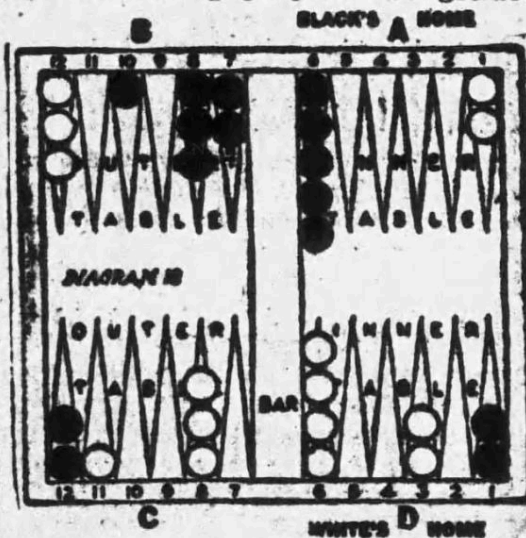
By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON No. 9

One of the reasons for the revival in Backgammon is the new feature called Chouette (pronounced Shoe-et). Chouette is another word for team play. Any number can play in any one game, but it is better not to exceed six. The method of playing Chouette is as follows:

All the players throw two dice each to decide which player shall play alone against all the others combined as a team. The highest wins and is termed the "Man in the BOX." The second highest is made captain of the team, and the remaining players are graded



according to the numbers they cast. The third highest is called the second in command, and so on.

The team members are allowed to consult as to plays and doubles, but the captain's decision is final. In the event of the "Man in the Box" proposing a double, and one of the members of the team desires to reject the proposal despite the captain's decision to accept, this team member is allowed to withdraw by paying his losses up to the time of the double to the captain. The captain then assumes the withdrawer's position, and wins or loses doubly as indicated by the result of the game. In this Chouette feature there

is an interesting phase in the change of positions of the players. If the "Man in the Box" wins, he retains that position, and the captain of the defeated team goes to the junior position on the Team — the second in command is promoted to the captaincy, and all the members of the team advance one step. On the other hand, if the "Man in the Box" loses, he goes to the foot of the team, the captain becomes the "Man in the Box," and the second in command becomes the captain. In that way, every member of the team will eventually occupy the captain's position and will have the fun of actually playing the game and making the final decisions. This feature enables those who have never seen the game to watch and learn, and when captain, the newcomer need have no fear for lack of knowledge, as all the other members of the team will be most happy to advise, both as to plays and doubles. It is a marvelous game for Kibitzers. It is surprising the amount of fun there is in playing with a team. However, there is not much fun being the "Man in the Box" if he loses, as he has to pay each man the number of points they were playing for. Of course, if the "Man in the Box" collects, well, that is another story.

TODAY'S PROBLEM

What would you do in this case? Black's move and the dice show a four and a one.

Answer to Yesterday's Problem.

Move one man from C-3 to D-5, thereby covering the five-point. It is much better to make a five-point than to send the Black man on D-4 to the BAR, as he would not have the least difficulty in re-entering the game, and Black may HIT the man which would have been exposed on D-4.

(Copyright, 1916, King Features Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 10

Problem No. 3

It is as well for a player to know the odds of throwing certain numbers when casting two dice. Such knowledge is of not much practical use, as dice are capricious things. The odds are given here for those desiring to memorize them.

It is 25 to 11 against throwing a 1
It is 24 to 12 against throwing a 2
It is 23 to 14 against throwing a 3
It is 21 to 15 against throwing a 4 or 5
It is 19 to 17 against throwing a 6
It is 30 to 6 against throwing a 7 or 8
It is 31 to 5 against throwing a 9
It is 33 to 3 against throwing a 10
It is 34 to 2 against throwing an 11
It is 35 to 1 against throwing a 12

With two dice, 36 different casts can be made. The reader will notice that 6 is the easiest number to throw, with 4 and 5 running a close second, and the 3 spot not so far off. Not how the odds increase for number in excess of 6; for this reason, when leaving a BLOT (single man) endeavor to do so on a point requiring the total of both dice; the higher the number required, the greater the odds against be-

get below 6. A 1 or a 2 are the best of the lower number to which to expose a man—3, 4, 5 or 6 can be made up by adding the two dice together.

Dice are the great feature in this game. They are the oldest gambling implements known to man. They were originally made of huckle bones. One can imagine, in prehistoric times, some enterprising gamester, sitting around a camp fire and picking up two small bones, and rattling them in a cow's horn. From this beginning they have come down through the centuries, and are now the main attraction in what will be the most popular game ever known.

Backgammon itself is one of the oldest of games. Fragments of the board and men have been found in the tombs of the Egyptian kings. The Roman legions spread it over the then known world. The kings of France and England indulged in it under the name of "Tables." Spencer mentions it in his "Faerie Queene." King James the First, of Scotland, played it the night before he was assassinated. On the night that the writer first broadcast a backgammon game for the first time in history, one could not help but wonder, when sending this game out into the ether, whether the shades and ghosts of all those who played the game in the past, were not watching and commenting on the moves. It was a most interesting thought.

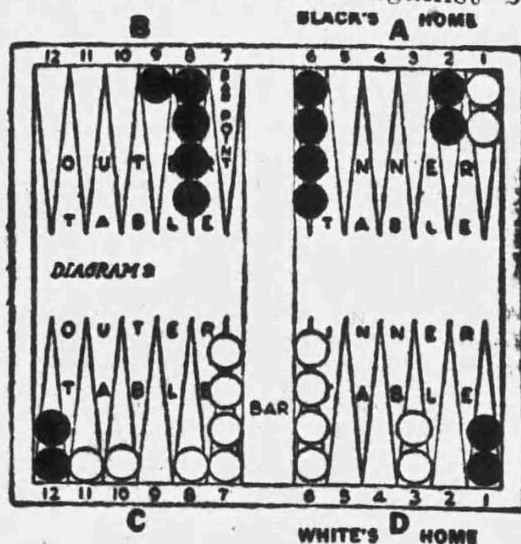
TODAY'S PROBLEM

What would you do? White's play and the dice show double five.

Answer to Yesterday's Problem

Move one man from B-9 to A-5, and another from A-6 to A-5, making the five-point. This is a better move than making the point B-9.

(Copyright, 1936, King Features Syndicate, Inc.)



ing HIT. If it is inadequate to expose a man requiring both dice to catch him, keep the exposed man as near the enemy as possible. You will note that the odds again decrease as the numbers

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 11

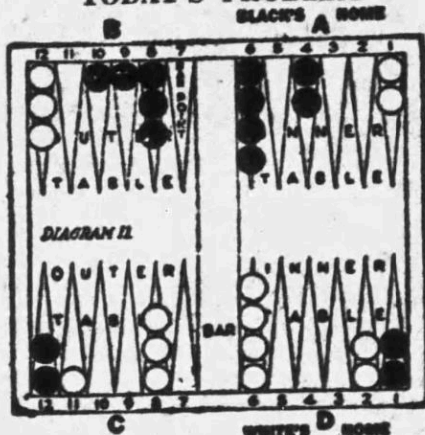
There are no official rules or laws of Backgammon, but I fear that this omission will be rectified all too soon. Let us hope that the makers will bear in mind that the game is for fun and that an accidental error, if corrected, should not be penalized. I had hoped that a spirit of "After you, Sir," would be maintained, but I am afraid that such is not to be. In the first edition of my book, I made suggestions for laws and gave my reasons. I now find that there is a general tendency to tighten up; in fact, in the following laws I have had to make some changes from the laws given in the fifth printing of my book. These changes are in Laws 5 and 10.

The Laws of Backgammon

(1) The fifteen men of each side must be correctly set up before play commences. (See Law 22.)

(2) Players must cast the dice in the right-hand section, and the

TODAY'S PROBLEM



What would you do? White's move and the dice say six and four.

dice must rest flat upon the board and remain there until the move or moves have been completed. If a die is tilted in any way against a man, the side of the board, or the other dice, the throw is void and both dice must be cast again.

(3) Before commencing each and every game, each player shall roll one die to decide which side shall play first. The higher wins and has choice of men, seats, position of the inner table, and plays first using for the first moves the numbers thrown in casting for first play. In the event of a tie, the dice must be rolled again until a different number is cast by each player.

(4) Players must move their

men in accordance with the numbers on the top side of the dice. If doubts are thrown, the throw is doubled, giving the player four moves, instead of two. In no case can any number be waived if it can be played. If either of the two numbers can be played, but not both, preference must be given to the higher number.

(5) If a player about to make a play, should touch a man, that man must be played if possible. A player desiring to "Arrange" a piece, may do so without penalty by declaring the intention beforehand.

(6) A play is completed when the moves required in accordance with the numbers thrown have been correctly made, and the piece or pieces quitted.

(7) The player next in turn shall not throw the dice until the adversary has completed his play. All throws made before the opponent has completed his play, shall be void and the dice thrown again.

(8) All errors in moving the pieces must be corrected before the next throw otherwise the errors stand as though the piece had been moved correctly.

(9) A player having a man on the BAR cannot move any other man until the man on the BAR has been correctly entered in the opponent's inner table.

(10) If a player starts BEARING before all his men have been assembled in the inner table, the men thrown off erroneously must be placed on the BAR and re-entered in the opponents inner table as though the man had been HIT in play.

(11) The first player to remove all his men wins the game.

(12) The game counts as a double game if the loser has not started BEARING.

(13) The game counts as a triple game if the loser has a man on the BAR or in the winner's inner table, and has not started to BEAR.

(14) The game shall be again doubled for each doublet thrown when casting the dice to decide which side shall play first.

(15) In addition to the double in Laws 12, 14, and the triple in Law 13, the count shall be again doubled for each and every double proposed and accepted by the players. Either player may propose the first double and if accepted by the opponent, the acceptor has the sole right to propose the next double. There is no limit to the number of doubles which can be proposed and accepted, in any one game, provided

HOW TO PLAY BACKGAMMON

By HAROLD THORNE
Author of "Backgammon in 20 Minutes"

LESSON NO. 12
(Laws of Backgammon, Continued)

CHOUETTE. For more than two players. (a). Each person shall throw two dice and the one throwing the highest number shall be termed "THE MAN IN THE BOX" and shall play against the others combined as a team.

The person throwing the second highest shall be the captain of the team; the remaining members of the team hold seniority in accordance with the numbers thrown. In the case of a tie for any position, the dice must be thrown again by the parties tying only, the others retaining their position as indicated by the first throw.

(b) At the beginning of each and every game, the captain of the team and "The Man in the Box" shall each roll one dice to decide which side shall play first; the higher wins and has choice of seats and color. The two numbers thus thrown must be used for the first play.

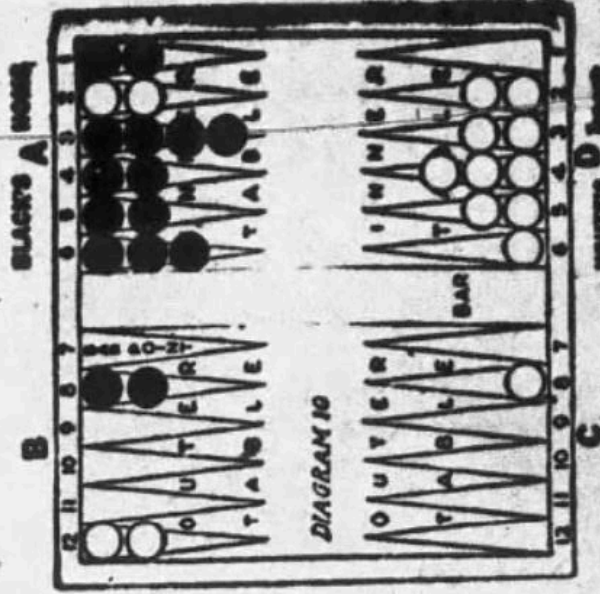
(c) The team may consult as to plays and doubles, but the captain's decision is final. Any member of the team may elect to refuse any double which may be proposed by either side; in which case the rejector loses the amount of the game as it stood before the double, and this loss is forfeited to the CAPTAIN who wins or loses doubly as indicated by the result of the game.

(d) "The Man in the Box" remains there until defeated and then takes the junior position on the team.

(e) The captain of the team defeating the "Man in the Box" takes that position and plays against the team. Meanwhile, the second in command of the team is made captain.

(f) If "The Man in the Box" wins, the captain of the team is demoted to the junior position on the team, and the second in command is promoted to captain.

(g) In Chouette, the Laws are the same as for the two-handed game, and all doubles and triples count.



TODAY'S PROBLEM

What would you do? White's move and the cast was four and two.

Answer to Yesterday's Problem:

White moves one man from B-12 to C-7, and another from C-11 to C-7, making the Imperatist EARPOINT.

(Copyright, 1930, King Features)

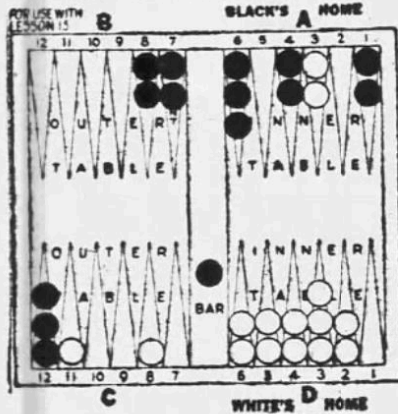
HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 15

At the end of play yesterday, the men were left in the positions shown in the diagram herewith. There had been one automatic double so that they were playing for two points instead of one. It is Black's turn and he has a man on the BAR and the prospects look very poor as there is only one point open in White's inner table upon which the man from the BAR can enter.



Black cast double ones and entered one man from the BAR on the D-1 point and then moved 3 men (do not forget that doubles then count doubles) from C-12 to B-12.

White cast a 2 and a 1 and moved a man from C-8 to D-6 to D-5. He could have moved a man from C-11 to C-8 and covered the C-8 point. However, he preferred the former move as he was trying to catch Black's man on the 1-point, and at the same time cover that point and shut Black out on the BAR.

Black cast a 4 and a 1, and moved 1 man from B-12 to B-8 to B-7. Black was endeavoring to build up his table and at the same time leave no more BLOTS than absolutely unavoidable. It was too bad that Black did not cast a 6 spot, then he could have played the man in White's inner table, as a man in that predicament is likely to cause a lot of trouble. A player is not allowed to add the numbers of the two dice together and take them in one jump; each number must be taken separately, but one man can be moved for the total of both dice.

White cast a 4 and a 1 and moved a man from C-11 to C-7 to D-6; if Black does not get out on the next move, it is going to be very awkward.

Black threw the dice and they turned up 6 and a 2. He then moved his man out of White's inner table for the whole throw. D-1 to C-7 to C-9. Black was fortunate to have cast a 6 at this stage of the game, as the

chances were that White would have caught Black's man on the 1-point and at the same time the 1-point shutting Black out. Black would then have been unable to move a single man anywhere until such time as White chose to break up his inner table. With Black shut out on the BAR, White would take his time in moving the men off the A-3-point and working them around to his inner table.

White cast a 5 and a 2 and covered the 1-point by moving a man from D-6 to D-1, and another from D-3 to D-1. Black just got away in time. Even now Black has to be most careful, as if White catches a Black man, it is just going to be too bad. It does not mean that White is bound to win if he catches a Black man, because one can never tell in this game.

This game will be continued tomorrow and a diagram will be given showing the present position of the men.

(Copyright, 1930, King Features Syndicate, Inc.)

RADIO

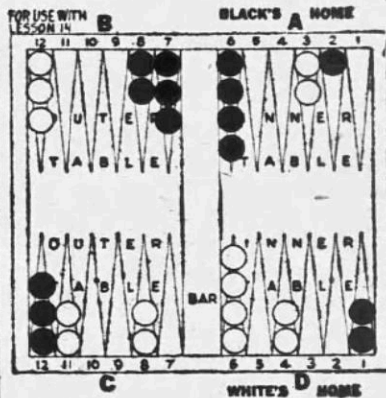
Time	Program	Time	Program
6:58	950k—WRC—316m 6:58 A. M.—Rebroadcast of speeches by King George V and Prime Minister Macdonald.	6:58	8:00—Orgs
7:30	7:30—Tower health exercises.	11:30	8:30—Morn
8:00	8:00—Phil Cook.	7:30	8:45—Old
8:15	8:15—Morning Devotions.	7:45	9:00—"Op Mail."
8:30	8:30—Cheerio.	10:00	9:30—Mer
8:45	8:45—Morning Melodies.	10:15	10:00—Be
9:00	9:00—Our Daily Food.	10:30	10:15—Col
10:00	10:00—National Home Hour.	10:45	10:30—Ho
11:00	11:00—Health Talk.	11:00	10:45—"TI
11:15	11:15—Radio Household Institute.	11:00	Clothes.
11:45	11:45—Sweet and Low Down.	11:00	11:00—Fiv
12:00	12:00—Elgin Program.	11:15	11:15—"A
12:15	12:15 P. M.—Farm Flashes.	11:30	11:30—"TI
12:30	12:30—Farm and Home Hour.	11:30	Peace.
1:30	1:30—Mayflower Orchestra.	11:45	—James Boardm
2:00	2:00—Organ Recital.	11:45	11:45—Int
2:30	2:30—Melody Three.	12:00	12:00 P.
3:00	3:00—"How to Know Your Child."	12:30	12:30—Col
3:15	3:15—Musicalities.	1:00	1:00—Da
3:30	3:30—Evening Stars.	1:30	1:30—Ha
4:00	4:00—Blue Aces.	2:00	2:00—Lit
5:00	5:00—Hampton Choir.	2:30	2:30—An
5:30	5:30—Food Show.	3:00	3:00—Col
5:44	5:44—Time.	3:30	3:30—Syr
5:45	5:45—Santa Claus.	3:45	3:45—Th
6:01	6:01—Keeping Up With The Times.	4:00	4:00—Mu
6:10	6:10—"Buy Now for Better Business," under the auspices of Washington Chamber of Commerce.	4:30	4:30—"P
6:15	6:15—Songs of the South.	5:00	5:00—Farmer
6:45	6:45—Uncle Abe and David.	5:10	5:10—Da
7:00	7:00—Amos n' Andy.	5:30	5:30—Ta
7:15	7:15—Organist.		Folks.
7:30	7:30—Phil Cook.		
7:45	7:45—"Back of the News in Washington."		
8:00	8:00—East of Cairo.		
8:30	8:30—Moblloff Concert.		
9:00	9:00—Halsey Stuart program.		
9:30	9:30—Palmolive Hour.		
10:30	10:30—Coca Cola program.		
11:00	11:00—Weather forecast.		
11:01	11:01—Vincent Lopez Orchestra.		
11:30	11:30—Jack Albin's Orchestra.		
12:00	12:00—Hal Kemp's Orchestra.		
12:30	12:30—Orchestra.		
	630k—WMAJ—476m		
6:55	6:55 A. M.—First Round Table Conference, opened by King George and Premier Macdonald.		

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 14



At the end of yesterday's play the men were left on the board as shown in the above diagram. There had been one automatic double by the dice when casting to decide which side should play first, at this stage of the game they were playing for two points. It was White's turn and he cast a 3 and a 5, and moved one man from D-6 to D-3 and another piece from C-8 to D-3, making the 3-point, but leaving a man exposed on C-8. If Black casts a 6 and a 1, or a 4 and a 3, he can send White's man back to the BAR; however, Black's inner table is not in very good shape and White would have little difficulty in entering; Black also has a man exposed on the 2-point in his inner table.

Black cast a 5 and a 1 and moved one man from A-6 to A-1, and another piece from A-2 to A-1, making the 1-point.

White cast a 4 and a 2 and played one man from C-8 to D-4 and moved another from B-12 to C-11.

Black threw double threes, and had four moves of 3 points each. He moved one man from C-12 to B-10 to B-7, and 2 men from B-7 to A-4, making the 4-point. If the 2 White men on point 3 had been on point 1, Black would have moved 2 men from B-8 to A-5 and made the 5-point.

White cast a 2 and a 4, and played one man from D-4 to D-2, and another piece from D-6 to D-2, making the 2-point in his inner table.

Black threw a 6 and a 4 and played one man from D-1 to C-7, and another piece from D-1 to D-5.

White threw a 6 and a 5 and moved a man from B-12 to C-7, sending Black to the BAR. For the 5 spot, White moved a man from B-12 to C-8.

Black cast a 4 and 1 and entered the man from the BAR on the D-1-point, and then moved the same man to D-5, thereby protecting his other man in White's table.

White cast a 3 and a 4 and played one man from C-11 to C-8 and moved another man from C-7 to D-3.

White cast a 6 and 3 and

moved one man from C-11 to D-5, sending Black back to the BAR and then for the 3 spot moved a man from C-8 to D-5, making the 5-point. Black was now in rather a bad way and only had the 1-point to enter upon.

This game will be continued in Lesson 15.

(Copyright, 1930, King Features Syndicate, Inc.)

Fireman Shoots Self In Arm Accidentally

Fireman Ernest V. Fowler, attached to No. 29 Engine Company, Wisconsin Ave. and Warren St. N. W., was accidentally shot last night while taking a .22 caliber rifle from his automobile in front of the engine house.

The bullet passed through his right arm. After hospital treatment, he returned home.

FLORENCE YOCUM TO SING

Florence M. Yocum, twice winner of the District finals in the national radio audition, will sing at the fortieth annual benefit concert of the Vaughn Class of Calvary Baptist Church at 8 p. m. Friday, in the Sunday School House, Eighth and H Sts. N. W.

DR. H. N. KERNS IS DEAD

SAN FRANCISCO, Nov. 10 (I.N.S.)—Dr. Harry N. Kerns, 43, major in the United States Army and former instructor in psychiatry at West Point and Yale, is dead here today.

LECTURE

FREE LECTURE

—ON—

CHRISTIAN SCIENCE

—BY—

Ralph B. Scholfield, C. S.

Of London, England

Member of the Board of Lectureship of The Mother Church, The First Church of Christ, Scientist, in Boston, Massachusetts.

—IN—

Third Church of Christ, Scientist

13th and L Sts. N. W.

Tuesday, November 11, at 8 P. M.

Under the Auspices of

Third Church of Christ, Scientist

No Collections—All Welcome

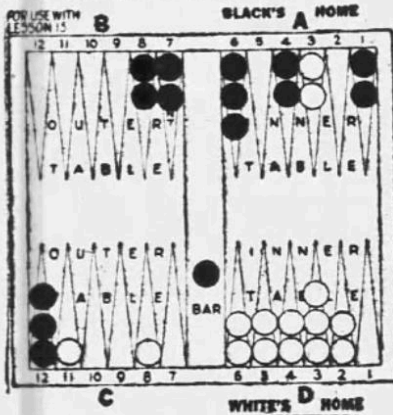
HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 15

At the end of play yesterday, the men were left in the positions shown in the diagram herewith. There had been one automatic double so that they were playing for two points instead of one. It is Black's turn and he has a man on the BAR and the prospects look very poor as there is only one point open in White's inner table upon which the man from the BAR can enter.



Black cast double ones and entered one man from the BAR on the D-1 point and then moved 3 men (do not forget that doubles then count doubles) from C-12 to B-12.

White cast a 2 and a 1 and moved a man from C-8 to D-6 to D-5. He could have moved a man from C-11 to C-8 and covered the C-8 point. However, he preferred the former move as he was trying to catch Black's man on the 1-point, and at the same time cover that point and shut Black out on the BAR.

Black cast a 4 and a 1, and moved 1 man from B-12 to B-8 to B-7. Black was endeavoring to build up his table and at the same time leave no more BLOTS than absolutely unavoidable. It was too bad that Black did not cast a 6 spot, then he could have played the man in White's inner table, as a man in that predicament is likely to cause a lot of trouble. A player is not allowed to add the numbers of the two dice together and take them in one jump; each number must be taken separately, but one man can be moved for the total of both dice.

White cast a 4 and a 1 and moved a man from C-11 to C-7 to D-6; if Black does not get out on the next move, it is going to be very awkward.

Black threw the dice and they turned up 6 and a 2. He then moved his man out of White's inner table for the whole throw. D-1 to C-7 to C-9. Black was fortunate to have cast a 6 at this stage of the game, as the

chances were that White would have caught Black's man on the 1-point and at the same time the 1-point shutting Black out. Black would then have been unable to move a single man anywhere until such time as White chose to break up his inner table. With Black shut out on the BAR, White would take his time in moving the men off the A-3-point and working them around to his inner table.

White cast a 5 and a 2 and covered the 1-point by moving a man from D-6 to D-1, and another from D-3 to D-1. Black just got away in time. Even now Black has to be most careful, as if White catches a Black man, it is just going to be too bad. It does not mean that White is bound to win if he catches a Black man, because one can never tell in this game.

This game will be continued tomorrow and a diagram will be given showing the present position of the men.

(Copyright, 1930, King Features Syndicate, Inc.)

RADIO

930k—WRC—316m	
6:58 A. M.—Rebroadcast of speeches by King George V and Prime Minister MacDonald.	6:58 a
7:30—Tower health exercises.	
8:00—Phil Cook.	
8:15—Morning Devotions.	11:30 a
8:30—Cheerio.	
9:00—Morning Melodies.	
9:45—Our Daily Food.	7:30 p
10:00—National Home Hour.	
11:00—Health Talk.	7:45 p
11:15—Radio Household Institute.	
11:45—Sweet and Low Down.	10:00 p
12:00—Elgin Program.	
12:15 P. M.—Farm Flashes.	
12:30—Farm and Home Hour.	
1:30—Mayflower Orchestra.	
2:00—Organ Recital.	
3:30—Melody Three.	
3:00—"How to Know Your Child"	8:00—Organ
3:15—Musicalities.	8:30—Morn
3:30—Evening Stars.	8:45—Old
4:00—Blue Aces.	9:00—"Ope
5:00—Hampton Choir.	Mail."
5:30—Food Show.	9:30—Morn
5:44—Time.	10:00—Bea
5:45—Santa Claus.	10:15—Con
6:01—Keeping Up With The Times.	10:30—Hon
6:10—"Buy Now for Better Business," under the auspices of Washington Chamber of Commerce.	10:45—"Th
6:15—Songs of the South.	Clothes."
6:45—Uncle Abe and David.	11:00—Five
7:00—Amos 'n' Andy.	11:15—"A
7:15—Organist.	11:30—"Th
7:30—Phil Cook.	Peace. I
7:45—"Back of the News in Washington."	—James
8:00—East of Cairo.	Boardma
8:30—Mobiloil Concert.	11:45—Inte
9:00—Halsey Stuart program.	12:00 P. J
9:30—Palmolive Hour.	12:30—Colu
10:30—Coca Cola program.	1:00—Dan
11:00—Weather forecast.	1:10—Har
11:01—Vincent Lopez Orchestra.	chestra.
11:30—Jack Albin's Orchestra.	2:00—Litt
12:00—Hal Kemp's Orchestra.	2:30—Am
12:30—Orchestra.	the Air.
630k—WMAJ—476m	2:00—Colt
6:55 A. M.—First Round Table Conference, opened by King George and Premier Mac-	chestra.
Donald.	3:30—Syn
	3:40—The
	ant.
	4:00—Mus
	5:00—"Pr
	Farmers.
	5:10—Dan
	5:30—Tal
	Folks.

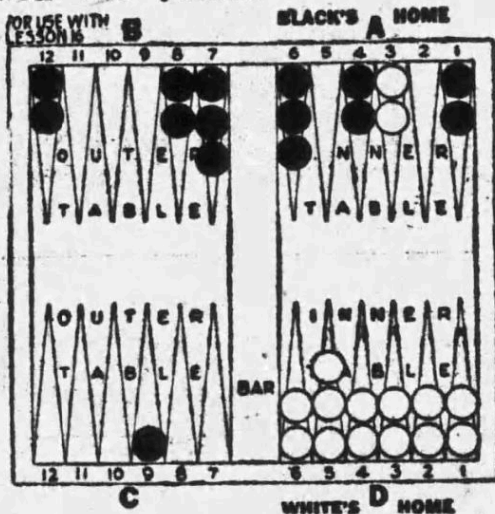
HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON No. 16

At the close of play yesterday the men were left in the positions shown in the diagram. It was Black's turn to play and he had just worked himself out of a very tight place. They were still playing for two points, having had one automatic double at the start of play. I thought that White should have proposed a double, but he explained that he had a chance of scoring a Gammon game (a Gammon game is made when the loser has not started BEARING. It is an automatic double) and he did not want Black to slip out of his troubles by refusing the double, as then White would only have won two points.



Black cast the dice and they came up 5 and 3. He moved a man from C-9 to B-11 to B-8. White threw a 3 and a 1 and moved a man down from the 5-point D-5 to D-2 to D-1. It is the only move he could make without breaking up his inner table. White is in rather an awkward position and his next cast needs must be a good one. If White's inner table had not been completed, Black would certainly have proposed a double.

Black cast a 2 and a 1 and moved a man from B-7 to A-5 and another piece from A-6 to A-5 making the 5-point. White threw a 6 and a 2 and was compelled to move from A-4 to B-9 to B-11.

Black cast a 4 and 5 and moved a man from B-7 to A-3, sending White to the BAR, and then Black moved another man from B-8 to A-3, thereby covering the 3-point. Black has now practically completed his table; the only point left on which White can enter is the 2-point.

White cast a 6 and a 3 and could not enter or move any other man, as he had a man on the BAR.

Black cast a 4 and a 1 and played a man from B-12 to B-11, sending another White man to the BAR. Black then moved the same man from B-11 to B-7 and covered the BAR-POINT.

White cast a 5 and a 2 and entered one of his men from the BAR on to the 2-point A-2. Black cast a 4 and a 1 and moved a man from B-12 to B-8 and the same man on to B-7. White cast a 6 and 5 and could not enter, as both these points were covered. Black cast a 3 and a 5 and played one man from B-8 to A-5 and the other piece on B-8 to A-3.

White cast a double six and could not enter. Black threw a 5 and a 3 and moved one man from B-7 to A-2, sending White back to the BAR again. For the 3 spot, Black moved a man from A-5 to A-2, thereby covering the 2-point and completing his table. This is called a SHUTOUT. There is no need for White to throw the dice until Black opens a point in his inner table. They were still playing for two points. Black could have proposed a double, but White would probably have refused the double and White would then have only lost two points. Black is now going to try for a double game, which he would score if he can get all his men off before White can start removing his men.

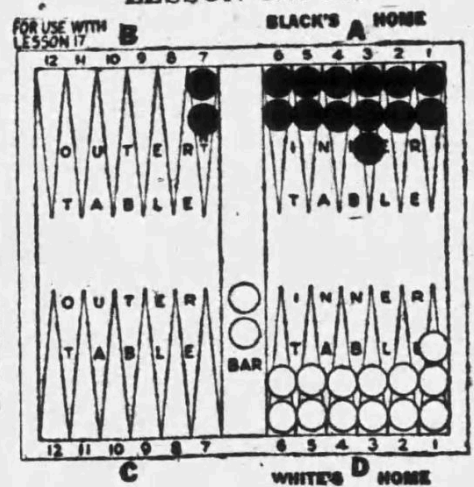
The game will be continued tomorrow and a diagram will be given showing the position of the men at this stage of the game.

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 17.



At close of play yesterday the men were left in the positions shown in the diagram below. They were still playing for two points created by an automatic double when casting for first play. Both sides have had the opportunity of doubling and had neglected to do so because the opponent might have rejected the double and each thought they had a chance for a double game and did not wish to give the opponent a chance of slipping off the hook. Both Black's and White's inner tables are completed, but White is at a disadvantage because he has two men on the bar. Such a position in no way means that White cannot win, as Black in removing his men (called BEARING) may be compelled to expose a man. It is White's turn to play, but as he cannot enter it would just be a waste of time for him to throw the dice.

Black threw a 3 and 5 and moved a man from B-7 to A-4 and another from B-7 to A-2. White cannot play. Black then cast a 6 and 5 and started BEARING by removing a man from the A-6-point for the six-spot and for the five-spot Black played a man down from A-6 to A-1. Black could have taken a man off of A-5, but that would have left two men unprotected and if White caught one of them when entering, it would have been too bad.

White cast a 6 and a 2 and en-

tered one of his men from the BAR on the A-6-point, but could not enter the other as the 2-point was covered. Black still has a chance for a double game. It depends largely how soon White can get his man off the BAR. Black threw a 2 and a 1 and took a man off of A-2 and A-1.

White threw a double six, and entered his last man from the BAR on the A-6-point for one six and then moved the same man to B-12 to C-7 for the second and third six, and for the fourth six he moved a man from A-6 to B-12.

Black here saw all chance of making a double game go by the board, and he immediately proposed a double in hopes that White would be scared off.

To Black's surprise, White accepted the double. The points were doubled and they were now playing for four points. White was indeed a gambler, but then some people are like that. If White had rejected the double, the game would have been forfeited to Black and Black would have won 2 points only.

The doubles must be proposed just before the proposer casts the dice. If the double is accepted the acceptor has the sole right of proposing the next double. There can be any number of doubles in any one game, but they must be proposed and accepted by each side in turn.

Black cast a 6 and 4 and removed a man from A-5 for the six spot as he has no man on the C-point, and for the four spot, he took a man off of A-4.

White threw double fives and moved from B-12 to C-8 to D-3, and moved another man for the third five from C-7 to D-2, and for the fourth five he started BEARING by taking a man off the D-5-point. White certainly had a hunch in accepting the double. If he can only shake enough doubles he still has a chance to win.

This game will be continued tomorrow and a diagram will be given showing the position of the men at this point of the game.

(Copyright, 1930, King Features Syndicate, Inc.)

stamen
came.
"Oh,
gloriot
seen &
come f
ly the
on wit
I w:
Junior
liam
ing g
visor
splend
that
undou
enthu
invest
The l
to cul
"Im
canno
finish
He
close
eviden
from
doorv
arm
if it
exqui
taine
holly
it wi
I kno
decor
have
Mr
ing t
held
"T
ent,"
word
merr
resis
you'l
plac
heav
box.
In
impl
and
heav
of a
the
ways
ers,
firm
"I
ent,
of
whic
ing
I sh
dec
best
T
tary
cent
the
hav
full
in
It

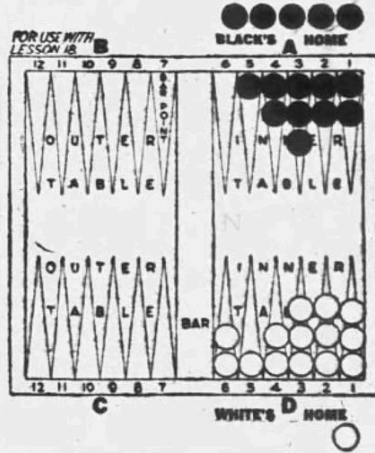
HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 18

At the close of play yesterday the men were left in the positions given in the diagram below. Black has 5 men off the board and White only one.



Originally they were playing for one point. At the commencement of the game there was an automatic double, which made the game one for two points. Later, Black proposed a double and White being a sportsman accepted the double even though his position was a very bad one. He was playing a "hunch."

It is Black's turn to play and he cast a 2 and 1 and removed a man from each of those points. (A-2 and A-1).

White threw double sixes and removed 2 men from the D-6 point; 1 man from D-5 for the third six, and 1 man from D-4 for the fourth six. White's slim chance is improving.

Black cast a 4 and 1 and removed 1 man from A-4 and another from A-1.

White cast a 6 and 3, and having no men on the 6 or 5 points, is allowed to remove a man from the 4-point (D-4) for the six spot, and a man from D-3 for the 3 spot.

Black threw a 5 and a 1 and removed one man from A-5 for the 5 spot, and not having a man on the 1-point, he was compelled to play down a man from A-2 to A-1. White threw double aces and took 3 men off the D-1-point and for the fourth ace played a man down from D-2 to D-1.

Black cast a 6 and 4 and removed a man from the 4-point for the 6 spot not having a man on a higher point. For the 4 spot Black removed a man from the A-3-point.

White cast a 6 and 2 and took a man off D-3-point for the 6 spot and a man from D-2 for the 2 spot.

Black cast a 5 and a 1 and removed a man from A-3-point for the 5 spot and another man

from the A-1-point for the ace spot. It is a very close finish and White's only chance to win is to throw a double.

White threw double two and took one man off of D-2 for one of the twos, and moved a man down from D-3 to D-1 for another two-spot, and then for the remaining brace of twos he removed the two men from the 1-spot and won the game. He deserved to win for being such a sportsman as to accept the double proposed by Black.

White won four points. If each side had proposed the doubles at the right moment throughout the game, there would have been two more doubles which would have brought the points up to the number of 16. This doubling feature gives a great thrill to the game, and is the principal reason for the revival of the ancient game.

(Copyright, 1920, by King Features Syndicate, Inc.)

Beulant Bey Paints Picture of Turkey

"Turkey, a new nation in an old land," will be described by Beulant Bey, second secretary of the Turkish Embassy, at the forum luncheon of the Woman's City Club, 22 Jackson Pl, at 1 o'clock today.

His talk will include a discussion of the modern educational and economic opportunities of the Turkish citizenry under the present regime, besides a sketch of the historic background which gave rise to the present conditions in his country.

NEWS

In Today's CLASSIFIED ADS

HEATING—Free; one ton of coal with each plant installed this month. Take advantage of this offer and give us a call.

SHADES—Window Shades; all grades, 85c up; installed. Awnings repaired and stored.

AUTO TOPS—Woodwork, upholstering and seat covers; motor, body and fender work; estimates given. Let us help you when the need for automobile parts arises.

PAINTING paperhanging; special low rates. Give us a trial.

FURNITURE repaired at your home; expert work, guaranteed, reasonable rates.

CARPENTRY, repairing, remodeling; estimates given.

These are "sidelights" on some of many interesting advertisements you will find in *The Business Service Directory of today's Herald Classified Ads.*

lean skirt

beneath the chin, that skinny little bonnet surely does make them prominent.

called for and if it is, what dosage is best.
Copyright, 1930, by Newspaper Feature Service, Inc.

VS

HOW TO PLAY BACKGAMMON

Author of "Backgammon in 20 Minutes"

By HAROLD THORNE

IN

Alfred radio appear- of the ey were ophone

N.B.C. Wednes- when he use on on. Mr. rogram W. Mor- g of the nmittee lock to-

es after- . m. to- o'clock. a reiter-

nothing ublic we won't for the sting."

at may l States of De- ros and ights" ould the is such ants" the ilio Com- y curbed on would

Govern- Congress te radio rinciples streams. will deal broad- of money to the , be de- is labor?

ed teach- hools of requested ion. Re- installed t schools. of educa- of come- e project.

t virtuoso s Capitol a winning edals for ow she is nsecutive l Founda-

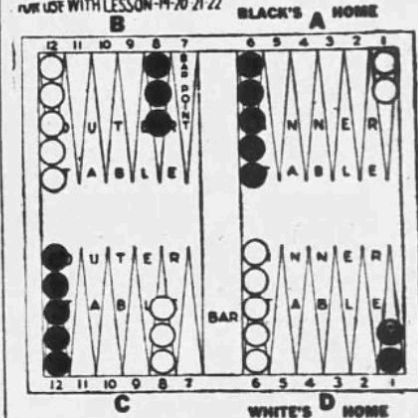
radio doors osed ten cast com- s key sta-

LESSON NO. 19

The opening moves in a game are most important. A bad move at the beginning may be a handicap all through the game. Of course, no one can tell what the dice may say, and the most terrible move may be rectified by the next throw, but, taken on the average, the player using the best opening moves is going to win on percentage.

Backgammon is the second old-

EST GAME KNOWN TO MAN. THE ONLY ONE OLDER IS DICE. BACKGAMMON HAS COME DOWN THROUGH THE CENTURIES AND IS SWEEPING THE COUNTRY LIKE WILDFIRE. THERE HAVE BEEN NO CHANGES IN THE BOARD, MEN OR THE METHOD OF PLAYING.



est game known to man. The only one older is dice. Backgammon has come down through the centuries and is sweeping the country like wildfire. There have been no changes in the board, men or the method of playing.

There are several ways of starting the game, but the reader is warned to learn the correct form. By correct, is meant the popular form which is used in the New York clubs. The other methods of setting the men on the board are usually called by the name of the country from which they have sprung; they are not nearly as interesting as the American game and lack the punch.

Edmond Hoyle, an English writer on games, was born in 1672 and died in 1769. He gave a list of opening moves which nearly every one has followed, including all authorities and other writers. No one has had the temerity to come forth and say, "I think that this would be a better opening move for such a cast of the dice," and now, for the first time in the game's history, I am going to explain a system of opening moves which puts the game on an entirely new footing. For years there have been a small number of players in the New York clubs who have been using the moves, and, despite the occa-

sional criticism created by those playing the old standard moves, these men have stuck to their guns and continued to win. One man in particular sometimes plays a whole month without losing a game, and few care to play against him. Despite these facts, the beginner who learns these moves can get an immediate thrill out of the game, and, as time goes on, will develop into a more expert player.

Nearly every beginner looks upon the two men in the opponent's inner table on point A-1 and D-1, as men which are a great handicap, and feel they must be rescued as quickly as possible. This is not so. Those men can be used to a very good purpose, namely as BAIT in setting traps for the adversary's men. This theory casts an entirely new light on the game. In chess we have the various gambits named after the inventors. Now for the first time in history we have the gambit in Backgammon.

(Copyright, 1930, by King Features Syndicate, Inc.)

Moffett Sees Future For Dirigible Ships

CHICAGO, Nov. 15.—Rear Admiral Moffett, chief of the Naval Bureau of Aeronautics, reasserted his faith today in the future of lighter-than-air ships.

He came here from Washington to attend a reunion of 2,000 naval veterans tonight. He said:

"I am a great believer in lighter-than-air craft. I am of the opinion that they will be like a new merchant marine for this country in coming years. We in America have a big advantage with them because of our supplies of helium."

Window Breaker Beats Girl, Is Held

Frank E. Burriss, 32, 400 block Third St. N. W., was arrested on a charge of assault yesterday after he is said to have blackened the eyes of Miss Mary Nehrling, 28, 1100 Thirteenth St. N. W.

According to police, Miss Nehrling was transacting business in the 400 block of Fifth St. N. W., when Burriss appeared. He broke the office window with a bottle. An additional charge of destruction of private property was placed against Burriss.

Prized Ambergris Shown

HOW TO PLAY BACKGAMMON

Author of "Backgammon in 20 Minutes"

By HAROLD THORNE

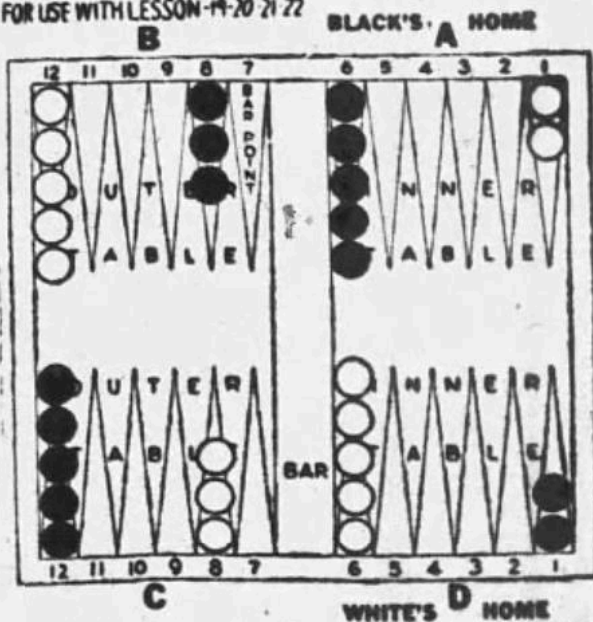
LESSON No. 20

The opening moves given in some of the previous lessons are the standard ones which have descended throughout the centuries.

These new moves, now discussed for the first time in print, have been in use for a number of years by a few of the best players, and sufficient time has elapsed to prove that these moves have considerable merit.

In explaining these moves I will also compare them with the standard moves, and in referring to the diagram I will use the White men.

FOR USE WITH LESSON 19-20 21 22



The first of these moves is the opening move of a 2 and 1. Move 1 man from B-12 to C-11, and 1 man from A-1 to A-2. In making this move you are exposing one man to a cast of a 6 to 4, and the two men in the opponent's inner table are exposed to a 4, 5 or 6. It is to be hoped that the opponent will cast one of those num-

bers, as the chances are that in sending one of the men in the inner table back to the BAR, he will expose a man. That is what is meant by using these two men as BAIT. The opponent swallows one of the men which has only traveled 1 or 2 points and exposes a man which has gone all the way around the board. Compare this move with the one advocated by all others, namely; move one man from the B-12 point to C-11 point and then move another man from D-6-point to D-5-point. How absurd and illogical. One is risking a man which has traveled three-quarters of the way around the board, and for nothing. This is the first of the Ewing-Thorne Gambits.

The next new move is in the 3-2 opening. Move one man from B-12 to C-11, and another man from A-1 to A-4. In making this move, one only leaves an advanced man on a point which will require the total of both dies to HIT. The men exposed in the inner table protect one another as in the opening just described. Compare this new move with the standard one of a man from B-12 to C-11 and another man from B-12 to C-10. The difference is obvious. In the old move, one exposes a man to the cast of a 6 and 4, as well as the man exposed to a cast of a 6 to 3. The odds against casting a 6 to 4 are 34 to 2; and the odds against casting a 6 and 3 or 5 and 4, are 32 to 4. It is clear from these figures that there is considerable advantage in using the new move.

(Copyright, 1936, by King Features Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

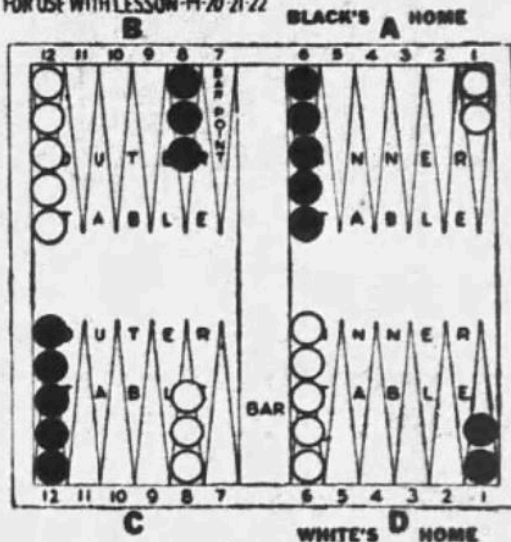
By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 21

The next new move which I am going to explain is not a Ewing-Thorne Gambit, but it is an improvement over the move listed by Hoyle and repeated by subsequent writers. I refer to the double three opening. The new move is to play two men from B-12 to C-7 and make the BAR-POINT. The old standard move was move two men from C-8 to D-5 for two of the threes, and for the other two threes, move two men from D-6 to D-3. By making this latter play, one leaves a man exposed on C-8-point; the BAR-POINT is still open and there is only one extra man nearby with which to build other points. Compare this with the new move in which one has the BAR-POINT covered, no man exposed, and four extra men for use in covering other points. The advantages with the new move are perfectly obvious.

FOR USE WITH LESSON-19-20-21-22



The next new move on the list is another Ewing-Thorne Gambit. That is the opening move of a 4 and 3. The gambit is to move one man from A-1 point to the A-4 point; the only chance the opponent has of HITTING this man is with the cast of a 2 and 4. If the opponent sends this

man back to the BAR on any other cast, you have a splendid chance to more than repay him for his kindness. You risk a man which has only traveled 4 points and have the opportunity of picking up an opposing man which has traveled all around the board. For the other part of this cast, move a man B-12 to C-9. This latter move for the 4 spot is the same as advocated by Hoyle for the first half of this cast, and for the second half of the move, Hoyle advises moving another man from B-12 to C-10. Compare the two moves. In the latter there are two men exposed which traveled more than half way around the board, whereas in the new move, only one of these men is exposed, and in the place of the second another man is exposed that has only just started out on the long trip.

The next new move is in the 6-2 opening. Another new gambit. Move one man from A-1 to B-6, and for the 2 spot, move one man from A-1 to A-3. As long as these two men keep within six points of one another, the least advanced protects the other, but when separated by more than six points, the chances of retaliating are greatly reduced.

(Copyright, 1930, by King Features Syndicate, Inc.)

BALTIMORE GRAIN

BALTIMORE, Nov 17.—Wheat—Easier, No. 2 red winter export, 77c bu.; No. 2 red winter garlicky domestic, 77c. Receipts, 1,226 bushels. Shipments, 28,560 bushels.

Corn—Firmer, No. 2 yellow domestic carlots, old, \$4@85c bu. Receipts, 7,928 bushels. Shipments, 823 bushels.

Oats—Dull, No. 2 white domestic carlots, 42½@43c bu. Shipments, 997 bushels.

Rye—Nominal, receipts, 1. Shipments, 29 bushels.

Hay—Quiet, supply ample.

Flour—Inactive.

Tell your friends about the ease of locating apartment vacancies through the classified rental columns.

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

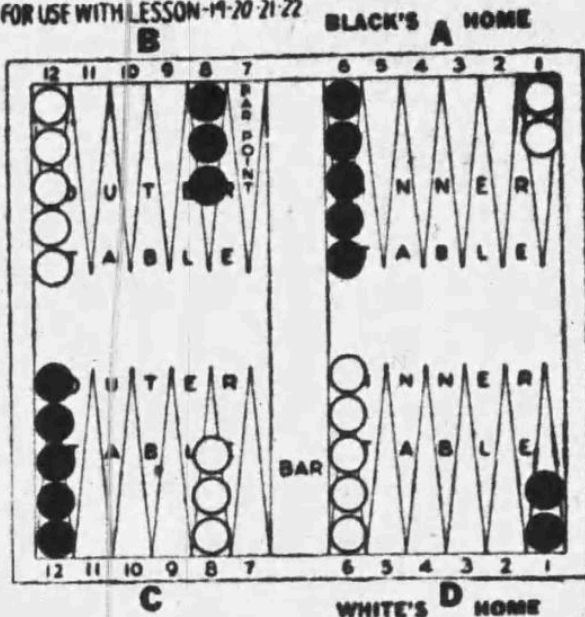
Author of "Backgammon in 20 Minutes"

LESSON NO. 22

To continue with the new moves. The next one on the list is the opening move of a 6 and 3. This is another of the Ewing-Thorne Gambits.

The Gambit is to move one man from A-1 to B-7, and for the 3 spot, move another man from A-1 to A-4. One man is offered to the opponent and the second man is there to offer protection. It means in other words, a sacrifice hit. One risks a man which has traveled a few points, in order to capture a man which has gone all the way around the board. Against this move is the possibility that the opponent will cast a 4 and a 2, in which case the man on A-4 would be sent back and the opponent will have made the four point. The chances of such a cast are 2 against 34.

FOR USE WITH LESSON-19-20-21-22



This new move is much sounder than the one advocated by Hoyle and others. In Hoyle's move, the play is made with a man from

A-1 to B-10; if the opponent should catch this man, there is only one way to retaliate and that is by casting double fives, which is a 35-to-1 shot.

The next new move concerns the casting of a 6 and 4. This can hardly be called a new move because numerous books call attention to the fact that such a move can be made, but they all advise against it. I strongly recommend the move, which is to make the two-point in the inner table. Move 1 man from D-6 to D-2 and another man from C-8 to C-2. All other authorities advise moving one man from A-1 to B-11. The man is then exposed and there is very small chance of protecting him. The new theory of using the two men in the inner table quickly disposes of this old move for an opening cast of a 6 and a 4.

The last one of the new moves concerns the casting of double sixes. Hoyle advises the following: Move two men from A-1 point to B-7, making the opponent's BAR-POINT, and move two men from B-12 to C-7 and make your own BAR-POINT. I strongly advise against this, and advocate the following: move 2 men from B-12 to C-7, and 2 men from C-8 to D-2, making the 2-point. One can readily see that there is a marked difference in the play. Hoyle's move brings the men out from the opponent's inner table. I prefer to leave those men in the inner table in order that they may be used as BAIT in catching larger fish.

(Copyright, 1930, by King Features Service, Inc.)

HOW TO PLAY BACKGAMMON

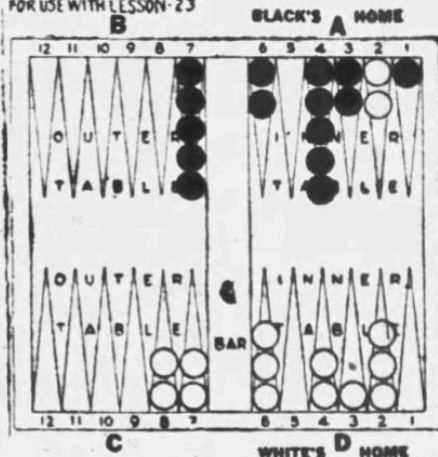
By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON No. 23

One of the extraordinary things about Backgammon is that a good player having lost a game can invariably remember where and when he made the move that cost him the game. By this, I do not mean to say that if one made the best play for each cast of the dice, one would be bound to win. Dice are capricious things and the best players in the world could not win if the dice were running absolutely against them.

FOR USE WITH LESSON 23



The diagram shown above was taken from a game played between two very good players. One glance at the board will inform the reader that Black has been getting all the best of it. His men are all safe and he has plenty of leeway in which to use the next two or three casts of the dice without exposing any of his men. This latter point must be taken into consideration by White in making his play. The game had been quite interesting; at the start there had been two automatic doubles by dice in casting, to decide which side should play first so the game was actually started for four times the original points and not a move had been made.

White had first play and his first three casts put him in an excellent position so that he proposed a double which Black reluctantly accepted. If Black rejected the double he would have lost four points, and then, as they say in the movies—came the dawn—the dice turned in the favor of Black. Dice are like that. Black doubled and they were then playing for 16 times the original points.

It was White's turn to play and the cast was a double six. White wanted awfully to catch one of

Black's men and yet was sorely tempted to run for game.

This keeping of two men in the opponent's inner table when things are going against one is frequently the only chance to win the game.

Sometimes it even pays to separate the two men so that the opponent may be compelled to send one of them back to the BAR. What would you do with this cast of double six by White? The answer will be given tomorrow.

(Copyright, 1930, by King Features Syndicate, Inc.)

Scotia to Dominate Takoma Park Fete

Scottish songs and music will feature the joint concert tonight to be given by the Ladies Auxiliary of Takoma Park Volunteer Fire Department, Clan McLennan, Order of Scottish Clans and Lady MacLennan Lodge, Daughters of Scotia.

The program will include bagpipe and drum music by the Washington Pipe Band. Others who will participate are Julie Waters, Mrs. Florence Burdick, Jessie Paterson, Duncan Thompson, Andrew Paterson, Walter Couzins, George Kerr, Mae Meldrum, Nan Paterson, Catherine McCann, May Paterson, Andrew Meldrum, George Webster and George Park.

NEWS

In Today's

CLASSIFIED ADS

BEAUTIFUL XMAS GIFT—Lady's diamond platinum wrist watch, never been used; worth \$750; will sell cheap.

BOARD AND ROOM—Rhode Island Avenue; walking distance; lovely, large front rooms, with twin beds; \$9 week each; excellent meals.

AUTOMOBILE FOR SALE—Oldsmobile Sport Coupe with rumble seat; painted a dark brown; car in excellent condition throughout; priced \$225.

HOME FOR SALE—Large, six-room bungalow; all modern improvements; on acre lot; East Riverdale, Md.; stop paying rent; call me.

UNFURNISHED APARTMENT FOR RENT—North Capitol Street; well heated, modern, three-room apartment, enclosed porch, garage if desired; call after 5 p. m.

FURNITURE FOR SALE—Antique Bedroom Suite, solid walnut, marble

FELT HATS

HOW TO PLAY BACKGAMMON

Author of "Backgammon in 20 Minutes"

By HAROLD THORNE

LESSON NO. 24

The answer to yesterday's question is White runs for game by playing both men out of opponent's inner table A-2 to B-8 to C-11.

It is interesting to follow the rest of the game and it clearly shows why this game is so fascinating. Black cast double twos and played four men from B-7 to A-5.

White cast doubles fives and moved two men from C-11 to D-6 and two from C-8 to D-3. Black cast a 2 and 1 and moved a man from B-7 to A-5 and started bearing by taking a man off A-1.

White cast 6-3 and moved from C-7 to D-1 and another from C-7 to D-4. Black cast a 5 and 2 and moved a man off A-5 and played a man down from A-3 to A-1. White threw double threes and took three men off D-3 and played a man down from D-3 to D-6 to D-3. Black cast 6-2 and took a man off A-6 and played a man from A-4 down to A-2.

White cast a 6 and 2 and took a man off D-6 and another off D-2. Black threw a 6 and 2 and took a man off the 6 and two points A-6 and A-2. White cast double sixes and took three men off D-6 and having no other men on the six or five points, he took one off the 4 points. Black threw a 3 and 2 and took a man off A-3 and played a man down from A-4 to A-2.

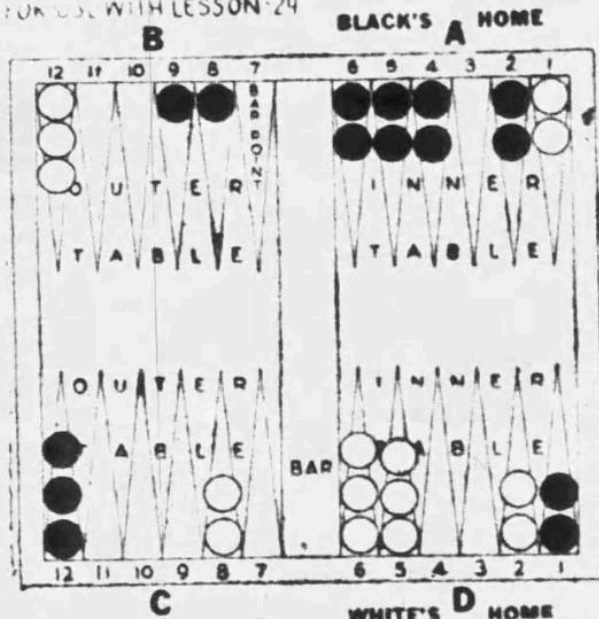
At this stage of the game, White proposed a double. Black was torn in two. White had the advantage in position, but to forfeit the game meant a loss of 16

points. Black, hoping to throw a few doubles, accepted the double which made the game on of 32 points. He should have refused the double.

White won in the next three casts. The dice turned up as follows and the reader can complete the game if he desires. White cast 5-2, Black 6-3, White 4-3, Black 5-5, White 6-2 and won the game.

Referring again to the diagram in yesterday's lesson—if White does not make a run for game, but instead plays 2 men from C-7 to D-1 and 1 man from A-2 to C-11, he loses the game, which clearly shows that the move illustrated in yesterday's diagram was one of the key moves of this particular game.

FOR USE WITH LESSON 24



Here is another little question which will be fully explained in the next lesson. It is Black's play and he has just thrown doubles aces.

How would you play it?

(Copyright, 1930, by King Features Syndicate, Inc.)

BACKGAMMON

By HAROLD THORNE
LESSON NO. 25

In the diagram given Saturday, it was Black's turn to play and he had just thrown double Aces. The game had been fairly even up to this point and an error at this time might very easily cost the game. The throw is a doublet and double Aces are usually considered an excellent cast, but with the men in the position shown, no advantage could be taken of such a cast. The cast of a 2 and 1 under most circumstances a very poor throw, would be much more useful at this time as it would enable Black to cover the BAR-POINT B-7 without exposing a man, or to use the correct Backgammon phrase, without leaving a BLOT. (A single man on a point is called a BLOT.)

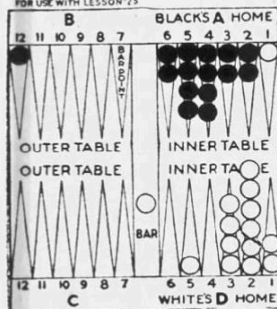
Even with this throw of double Aces, Black can make the BAR-POINT, but where can the fourth Ace be used? Black cannot move any of the men on D-1 point, or any of those on C-12 point as each number must be taken separately. In Backgammon the players are not allowed to waive any number, both numbers of the dice must be played if possible. The rule even goes further and states that if only one of either of the two numbers can be played, the higher number must be used.

So Black has to make another move of one point somewhere, and leave a BLOT for the enemy to shoot at. The correct play is not to make the BAR-POINT, but to move the man on B-8 for all 4 Aces to point A-4. This leaves a BLOT on B-9. It is obvious that it is just a waste of time to move any of the men in Black's inner table. It would be also bad play to move the man on B-9 as that would leave the man on B-8 exposed to the cast of a 6 and a 1 or 2 and a 5; whereas the only cast which can hit the man on B-9 is a 6 and a 2. In other words, the chances of being HIT are cut in half by playing the man on B-8 point.

These points are most important and after a few evenings' play, one becomes quite an expert and can play nearly all the moves with very little hesitation. To know the odds of casting certain number is most important. I believe the proportion of luck to skill is 70 to 30; practically the same as in Bridge, 70 per cent cards, 30 per cent play. In Backgammon, 70 per cent is luck in throwing good numbers, and 30 per cent skill. Without good dice, one cannot win, but given equal luck, skill will invariably tell.

Consider carefully before sending an opposing man back to the BAR. It may be better to leave the man where he is, at least the question is settled, whereas, if you put him on the BAR and have a number of points open in your inner table, that man may enter on any point and instead of being tied down to one place, he becomes a veritable "Will-o'-the-Wisp."

FOR USE WITH LESSON 25



The situation shown in diagram 25 arose in an interesting game which I will describe in the next lesson. It was Black's play and the throw was double threes.

(Copyright, 1950, by King Features Syndicate, Inc.)

81%
 84%
 45
 82
 47%
 1
 20%
 14%
 44
 87%
 17%
 44
 23%
 99%
 56
 99%
 19%
 6
 65
 2%
 15
 11%
 26%
 22%
 30
 58
 26%
 8
 75
 20%
 23
 16
 84
 16%
 70
 25
 22%
 29%
 32
 28
 68%
 97%
 74%
 16
 43
 45
 91
 22%
 21
 14
 61
 13%
 47
 6
 7
 27%
 21
 39%
 950k
 6:4
 8:0
 8:1
 8:3
 9:0
 9:4
 10:0
 10:1
 11:0
 11:1
 11:2
 12:0
 12:1
 12:2
 1:3
 2:0
 2:2
 2:0
 3:1
 3:3
 4:0
 4:5
 1
 1
 1
 a
 v
 c
 c
 w
 d
 b
 S
 2
 E
 d
 1
 i
 e
 u

HOW TO PLAY BACKGAMMON

By HAROLD THORNE
Author of "Backgammon in 20 Minutes"

LESSON NO. 26

The diagram given yesterday illustrates the position of the men in a game remarkable for its quick changes in luck. White had proposed the first double which Black had accepted. Black had then the sole right of proposing the next double, which he did three casts later, which double White accepted. White then had the sole right of proposing the next double, which was done, Black accepting, so that at that time they were playing for eight times the original points.

Three casts previous to the position shown in the diagram, Black had again doubled, White had accepted and they were then playing for 16 times the original points. It is this doubling feature which has caused this game to sweep like wildfire from Coast to Coast.

As I stated, it is Black's turn to play and the dice have turned up with double threes. Black has four moves of three points each to make. The very slightest consideration will readily decide that Black plays 2 men from A-4 to A-1, sending another White man to the BAR; and then for the other two moves of three points each, Black move a man from B-12 to A-6. This move completely shut White out on the BAR. White had no need to cast the dice, as he cannot make any play when he has a man on the BAR. White has to await Black's convenience. On the next cast, Black threw a 5 and a 3, and started BEARING by taking a man off of A-5 for the 5-spot and instead of taking another man of the 3-point and leaving a BLOT exposed to White's man on the BAR, Black preferred to play a man down from A-5 to A-2.

Black's table is still closed and White cannot enter, so Black continues to cast the dice. Black's next shot was a 5 and a 2 and he removed a man from the A-5-point, and played a man down from A-5 to A-3. At last White has an opportunity to play. White cast a 5 and a 4, and entered one of his men from the BAR on the A-5-point. White is compelled to forfeit the 4-spot as he still has a man on the BAR.

Black's next cast was double Aces, and being a merciless kind of a chap, he calmly moved the 3 men on A-6 to A-5 and sent White back to the BAR again; for the fourth Ace, he moved a man from A-2 to A-1. White's next cast was double fours, but

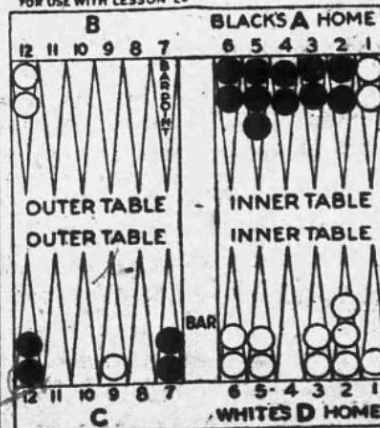
he could not play, as Black has the 4-point covered. Black cast a 5 and a 1 and took a man off of each of those points A-5 and A-1. White next cast a 5 and a 2, but Black had both those points covered. Black then cast double sixes and took 2 men off of A-5 for 2 of the sixes, and 2 men off of A-4 for the other two sixes. White cast a 6 and 2 and entered one of his men from the BAR on the 6-point, A-6. White still had another man to enter and consequently could not play the 2-spot.

Things looked pretty dark for White; it may even be a Gammon game (that is, Black may get all of his men off before White has removed), in which case the points would again be doubled, making the game one of 32 points.

Black cast a 6 and a 4, and having no men on those points, he removed 2 men from the A-3-point, and had at last to leave a BLOT. Now, if White casts a 3 spot, he can enter his man from the BAR on the A-3-point and send Black to the BAR. This would not be a great handicap to Black, as White's inner table is by no means complete. White cast a 4 and a 2 and entered the man from the BAR on to A-4 and played the man on A-6 to B-8.

Black cast double fives and took 1 man from the A-3-point; 2 men from the A-2-point, and 1 from point A-1. Black now had only 1 man left on the board. On White's next cast, White will move out of Black's inner table otherwise the game would be a Backgammon and the score would be automatically tripled. However, it was a Gammon Game and the score was automatically doubled, making it a 32-point game.

FOR USE WITH LESSON-26



What would you do? White's turn to play and he has just cast a 6 and A-5. The answer will appear in tomorrow's lesson.

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 27

Referring to yesterday's diagram. It was White's turn to play and the dice showed a 6 and a 5. As one can readily see, Black has somewhat the advantage. White has two men almost shut in, and little can be done with this cast to improve the situation in White's inner or home table. They were playing for four times the original points; one double had been caused by throwing doubles when casting to decide which side should play first and later Black had proposed a double which White had accepted.

The correct move for this cast of 6 and a 5 is, one man from A-1 point to the B-7 point and the same man on to the B-12 point. Of course, such a move leaves a BLOT (single man on a point) on the A-1 point, but if Black HITS this lone man and sends him back to the BAR, Black in turn leaves a BLOT in his inner table, unless, of course, he was fortunate enough to throw double sixes, in which case he would move the two men on C-12 to A-1 (remember that doubles count double) and White would then be in a terrible fix—a man on the BAR and the opponent's inner table completed (such a position is called a SHUT-OUT).

Another play White could make for this cast of 6 and 5 would be the man on C-9 to D-3, and another man from D-6 to D-1, which would leave a BLOT on D-6, which would be poor play, particularly with the 4-point open.

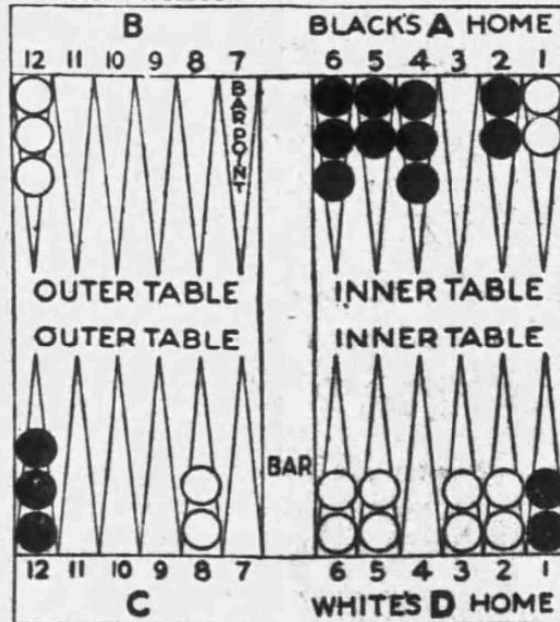
It is much better to move a man out of Black's inner table, as with the line-up as it is in

the diagram, Black may cover his BAR-POINT, B-7, which would give him a SIDE PRIME. (A SIDE PRIME consists of having six consecutive points covered with two or more men and an opposing man or men shut in.)

With Black having a SIDE PRIME, before White could move out, White would be compelled to move so many men on to the lower points in his inner table that there would be no defense left and Black would be assured of game. By moving a man off the A-1 point, White has still a chance for game if he gets a couple of good casts in the next move or so.

As a matter of fact, Black's next cast was a 4 and 2, which he foolishly played by moving a man from C-12 to B-7. White cast a 6 and 1, and the whole picture was changed.

FOR USE WITH LESSON-27



What Would You Do?
White's Play to 5 and 1.
 Watch for the answer tomorrow.

(Copyright, 1930, by King Features Syndicate, Inc.)

Fe
am
O.
of

o'c
Sta
wil
by
con
tor

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 28

In the diagram given yesterday, it was White's turn to play to a cast of a five and a one. Up to this stage of the game there had been no doubles. Black had some very slight advantage up to the time of this cast by White, and a slight error at this moment would certainly lead to a proposed double by either party.

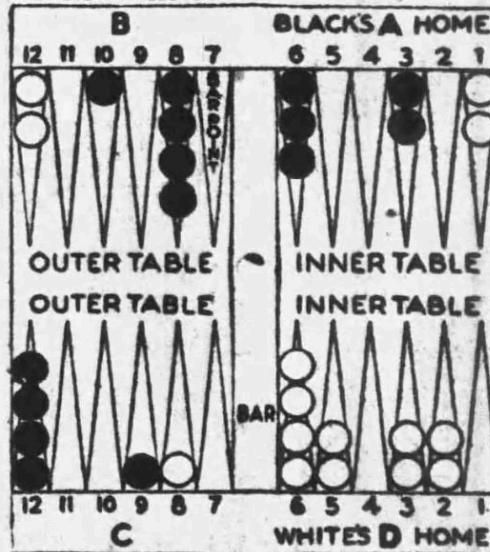
Do not forget that either player may propose the first double and if it is accepted, the acceptor has the sole right of redoubling at any time. Doubles should be proposed just before the doubler throws the dice and the answer must be given before the cast is made. I have seen doubles proposed after the cast has been made and a double proposed at such a time is an excellent basis for an argument; the intended victim desires to reserve the answer before you make the cast, and then the trouble begins.

Some people entirely overlook the fact that the game is for FUN. In these hard times why create a disturbance? Who cares about that intense moment four months ago when the partner did not return the lead in that Bridge game? So, in Backgammon, stick to the rule of proposing the double just before you throw the dice and get the answer before you make the cast. There is fun anyway in holding the dice box aloft, like the sword of Damocles.

In the diagram given yesterday, the correct play is to move one man from C-8 to D-2. By making this play, White only leaves a man exposed to the casts of a six and a one, or a three and a four. It is better to break up the C-8-point than to move a man from B-12-point and leave him exposed on C-7 as he can then be HIT by a six-spot or double threes; but a BLOT on C-8-point requires the total of both dice to HIT. Black's chances of HITTING a man on C-8 are

four against 32; whereas, the chances of HITTING a BLOT on C-7-point decrease to 12 against 24. These are the points that the beginner must learn to figure out, and they often make just the difference between playing a losing game or a winning game.

FOR USE WITH LESSON-28



What would you do in the above situation? It is Black's turn to play and he has just thrown the dice for a 6 and a 4. Watch for the answer tomorrow.

(Copyright, 1930, King Features Syndicate, Inc.)

Money Can't Buy Better Teeth



PLATES, \$10, \$15 and \$30
Plates Repaired While You Wait
All Work Done in My Own
Laboratories
No Long Waiting—No High Prices
Crown and Bridge Work

\$5 \$5

EXTRACTIONS, \$1.00—BY GAS, \$2.00

DR. SMATHERS

Dental Specialist
927 SEVENTH ST. N. W.
Across from Goldenberg's and Over
People's Drug Store
Hours, 9 a.m. to 8 p.m. Ph. Met. 3859

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 29

The situations which arise in Backgammon are innumerable. No two games are ever alike. Sometimes the dice seem to be possessed and will cast the exact thing which one does not want for five or six times in succession. Against such luck as that the best players cannot win.

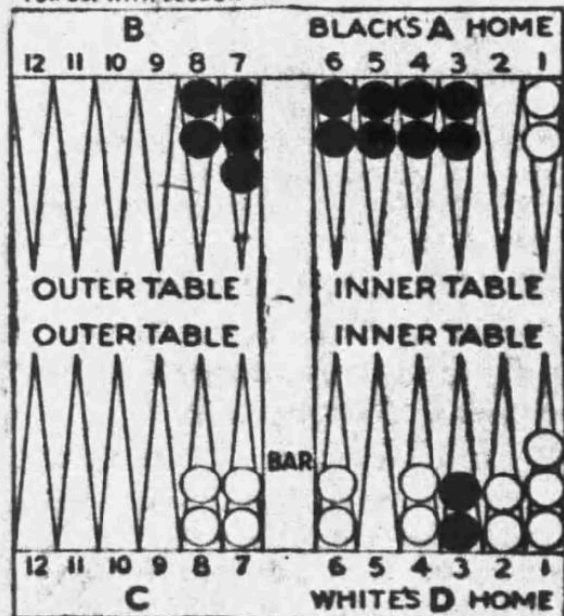
As will be seen in yesterday's diagram: White is in a much better position than Black. The situation arose in a game between two very good players. There had been no doubles. A few good casts by Black would straighten out his position very quickly. Even at this moment, the cast of double threes would change the entire outlook; Black namely, moved one man from C-9-point to B-10-point for two of the threes and then move two men from B-8-point to A-5-point, and what a terrific difference that would make. But, no. The dice decree that Black shall continue with his burden and play the cast of a six and a four.

Black made the best play he could under the circumstances, namely, moved one man from C-9-point to B-10-point, which play incidentally covers that point, and for the four spot Black played a man from C-12-point to B-9-point; by doing this, Black only leaves one BLOT on B-9 and the chances of being HIT on that point are five against 31.

Beginners who have followed the Lessons should now commence to figure these combinations to which BLOTS are exposed. When a situation arises such as the one in yesterday's diagram, the odds of being HIT are greatly decreased when a number of points are covered between the opponent's men and

the BLOT. Imagine a man on the B-9-point; without the points A-6, A-5 and A-4 being covered, the odds of White HITTING a BLOT on B-9-point are five to 31; whereas, if A-6, A-5 and A-4 are covered, the odds increase to two against 34. The only throws that can reach B-9 from A-1 when the 6, 5 and 4-points are covered, is the cast of a 6 and a 2 or a 2 and a 6. Virtually the same cast, but in figuring these odds, the player must remember that one die could be a 6 and the other die a 2; or vice versa, so that there are two ways of making a cast of a 6 and a 2. There are 36 different casts possible and the beginner should now commence to figure the casts which can be made to HIT a BLOT; by deducting the number of combinations from the number 36, the odds can be quickly figured.

FOR USE WITH LESSON-29



What would you do in the above situation? It is Black's play and he has just cast a 4 and a 2.

(Copyright, 1930, by King Features Syndicate, Inc.)

Backgammon :-

By Harold Thorne

LESSON NO. 30.

Yesterday's diagram was taken from an amusing game between two reckless gamblers who seemed to be doubling one another nearly every throw of the dice.

Up to the time that I made the diagram, there had been five doubles and they were playing for 32 times the original point.

As will be readily seen, Black's men are in a better position than White's and as Black was the last to double, the world is safe for a few throws at least.

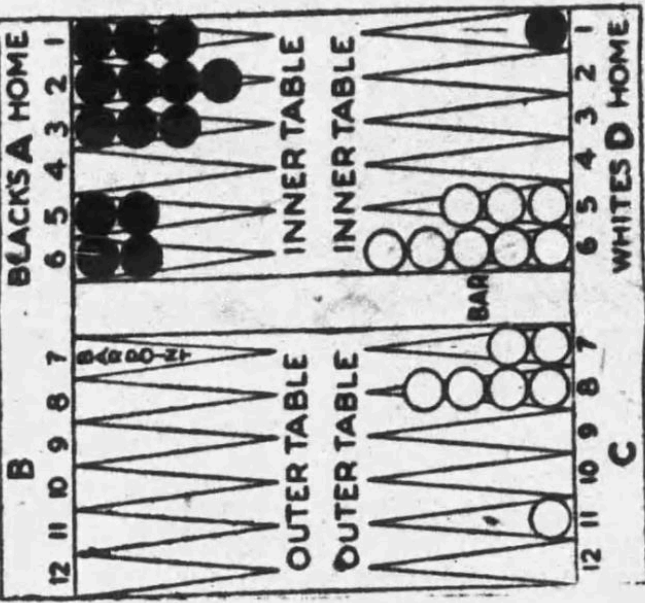
Note the position of Black's men. He has six consecutive points covered and has some of the opposing men shut in. Such a situation is called a **SIDE-PRIME**. No possible cast of the dice by White can get his men out of Black's inner table, as the number on each die must be taken separately.

Black was torn in two as to the best method of playing this cast of a four and a two. He either has to break up his formation of the **SIDE-PRIME** or move one of his men in White's inner table. Against this latter move is the fact that one man, at least must be left a **BLOT** and

White has a number of extra men in his outer table with which to **HIT** the **BLOT** and perhaps make a point at the same time.

Black very wisely decided that White's inner table was in too good a shape to monkey with and he made the correct play of moving one man from **B-7** point to **A-3** point for the four spot and for the two spot he moved a man from **B-8** to **A-6**. By this play, Black gets two more men in his inner table (something always to be considered) and against that, he breaks up his strong position of having a **SIDE-PRIME**, and also leaves a **BLOT** on **B-8** point. However, the chances of being **HIT** are very small, the only cast would be a one and a six and it is 34 changes against two of making such a cast. In the meantime, if White does not make this cast of a six and a one, he certainly will have to move some of his other men which will give Black an excellent chance to slide safely out of White's inner table. Black also has the chance of again forming his **SIDE-PRIME** with his next cast as he will have men on the **B-8**, **A16**, and **A-3** points with which to make the **A-2** point.

FOR USE WITH LESSON-30



How would you play this one? White's turn and he has cast double fours. Answer will appear Monday.

Answer will appear tomorrow. (Copyright, 1930, by King Features Syndicate, Inc.)

SPECIAL OFFER!
FUR-TRIMMED COATS
 Finest Furs adorn these Coats
BRESIAU \$49.75
 1309 G. St.

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 31

The situation disclosed in the diagram in Lesson 30 arose in a very interesting game. There were five people playing. The "Man in the BOX" was playing the Black men and of course the Team were playing the White.

There had been two automatic doubles by the dice when casting to decide which side should play first. During the play both sides had doubled, so that they were now playing for sixteen times the original point. The "Man in the Box" had been the last to double and one member of the Team had exercised his privilege and dropped out and forfeited his loss to the Captain of the Team.

The Captain then had two shares in the game and had incidentally collected eight points from the member who had declined the double. Now if the Team wins, the Captain will collect a double share from the "Man in the Box" and will still retain the eight points which had been forfeited to him by the retiring member.

This dropping out of a team member sometimes works against the Captain, as, if the Team loses, the Captain has an added responsibility for which he has to pay, but against that he collects from the retiring member.

In this particular case, if there are no further doubles and the team wins, the Captain will gain 16 points for each share, making 32 points to which must be added the eight points forfeited to him, making 40 points in all. Whereas, if the team loses, the Captain loses 32 points, but against that he has collected eight, which reduces the loss to 24 points.

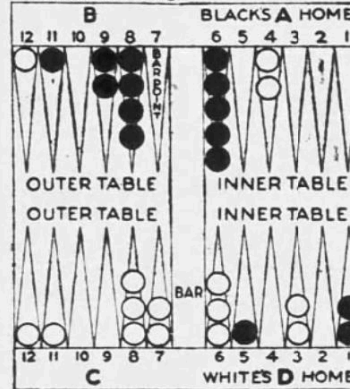
In other words, by the retiring of this member from the team, the Captain has a chance of winning 40 points or losing 24. A most interesting situation which has been overlooked by nearly all players, and a point which would certainly influence the Captain to continue playing, even if the position of the men are slightly against accepting a proposed double.

The correct play of double fours is to move two men from C8 point to D4-point, and two men from D6-point to D2-point and play for a SHUT OUT. Black's only chance of getting out of his difficulty is to cast a 6 and a 2. Even with such a cast, White will still have a chance to catch Black with the White men on C-11 point. If Black does not get out on the next cast, White should double and is almost certain of winning the game.

It would be very bad play to move two men from D-5-point and send Black back to the BAR, as Black would have no difficulty in re-entering and may even HIT the BLOT which White would leave on D-5-point.

**No Jest—Be Impressed
BUY NOW!**

FOR USE WITH LESSON-31



How would you make this play?
It is White's turn and the dice say double fives.

(Copyright, 1930, King Features Syndicate, Inc.)

U. S. Tastes in Tea Costly to the Trade

America's squeamish tastes in tea are costing it large sums in distribution costs every year, the Commerce Department revealed yesterday on the strength of its studies in the Louisville grocery survey.

Figures showed that 89 separate items of bulk and packaged tea were stocked by the grocery stores, and that the sales from these stocks represented only two-tenths of one per cent of the total sales of the stores. Less than a third of the 89 items were handled at a profit.

**Make It a Habit
to BUY NOW**

Real Estate Loans

(D. C. Property Only)

6%

No Commission Charged

You can take 12 years to pay off your loan without the expense of renewing \$1,000 for \$10 per month including interest and principal. Larger or smaller loans at proportionate rates.

PERPETUAL BUILDING ASSOCIATION

Established 1881

Largest in Washington

Assets Over \$23,000,000

Cor. 11th and E. N. W.
JAMES BERRY, President
EDWARD C. BALTZ, Secretary

Backgammon --

By Harold Thorne

LESSON NO. 32.

The situation shown in the diagram given in Lesson No. 31 occurred in one of those unusual games, which, I might say, usually occur. One can readily see by studying the diagram that the dice have been misbehaving. Neither side have been able to do much as regards covering the points in their inner tables. White, though, has a slight advantage, and the cast of double fives certainly enables him to straighten up his affairs.

The correct play for this cast is to use two of the fives in moving the man on B-12-point to C-8-point and on to D-3-point; for the third five-spot, move the man on G-12-point to C-7-point, and for the fourth five move a man from C-11-point to D-6-point.

Set the men up on your board and make the play and see how much White's position is improved by this cast. Instead of having three BLOTS exposed to Black's men, there are none. White's slight advantage has increased a little and unless Black made a good cast in the next throw or so, White would certainly propose a double.

As a matter of fact, Black also threw double fives on the next throw and moved the man on D-5-point to C-10-point; the man on B-11-point was moved to A-6-point, and two men were played from A-6-point to A-1-point. This play took away all the advantage White had and a double was out

of the question for the time being. White's next cast was a 6 and a 1, and he played from C-8-point to D-2-point, and from D-3-point to D-2-point and covered the 2-point.

Black then cast a 4 and a 1 and moved a man from A-6-point to A-2-point and for the 1 spot moved a man from C-12 to C-11. White's next cast was a 4 and a 2, and he moved a man from C-8 to D-4, and another from D-6 to D-4 and made the 4-point. Black cast a double six and played the man on C-11 to A-2 for two of the sixes and for the other two sixes he played two men from B-9 to A-3. If White could get his two men out of Black's inner table or make the 5-point in his own inner table, he certainly would double.

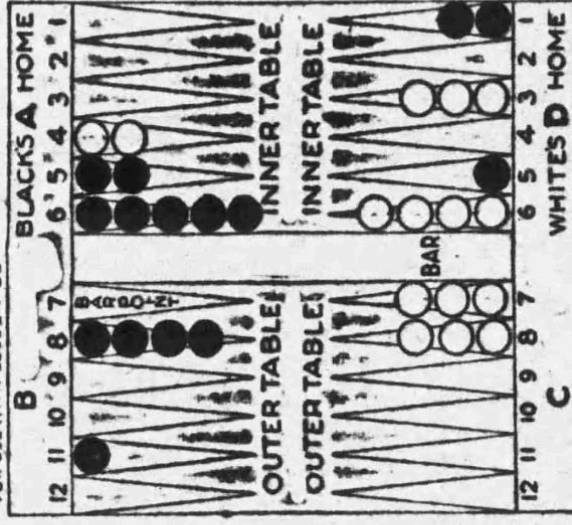
White cast a 5 and a 1 and played a man from C-8 to D-2 for the entire throw. This latter move is quite good, as Black will certainly have to do something with his next cast. This feature of stalling off the issue is often excellent play and frequently one will see the men placed in strategic positions with both sides waiting for the other to open up something.

In this case, Black was lucky enough to cast a 3 and a 1 and made the 5-point by playing from B-8-point to A-5, and from A-6 to A-5. White would have liked to have proposed a double at this stage of the game, but Black's inner table is in too good a shape. White's next cast was a 5 and a

3, and he decided to move his two men on A-4-point in Black's inner table; to be sure, he is bound to leave a BLOT, but by moving both men, only a 1 spot can HIT him. He played from A-4 to B-9, and the other man on A-4 to B-7-point.

Black's next cast was the excellent one of double fours; he played two men from D-1 to D-3 to C-9. White then cast a 6 and a 4 and played from B-7 to C-12-point and the trying situation was over for both sides, and it remained a question as to which side could rush their men off first.

FOR USE WITH LESSON-32



Another interesting problem is presented in the above diagram. It is White's turn to play and he has just cast a 6 and a 3. What would you do?

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

Lesson No. 33

The game from which the diagram in lesson 32 was taken was not particularly interesting up to this point. White has the advantage and earlier in the game had doubled. The cast of a 3 and a 1 would have been most useful, but the powers that rule the dice the world over had decreed that a 6 and a 3 should be the cast. It is an awkward number. The 3 spot would HIT Black's man on the D-5-point and send him to the BAR, but such a play would be absurd, as Black would have no difficulty in re-entering the man again and may even HIT the BLOT which White would leave on D-5-point; also the 6 spot must be played somewhere (remember that neither player can waive a number; the whole cast must be taken if possible) and if White played a man from C-8 to D-5, he has to leave a BLOT on either D-2 or B-10.

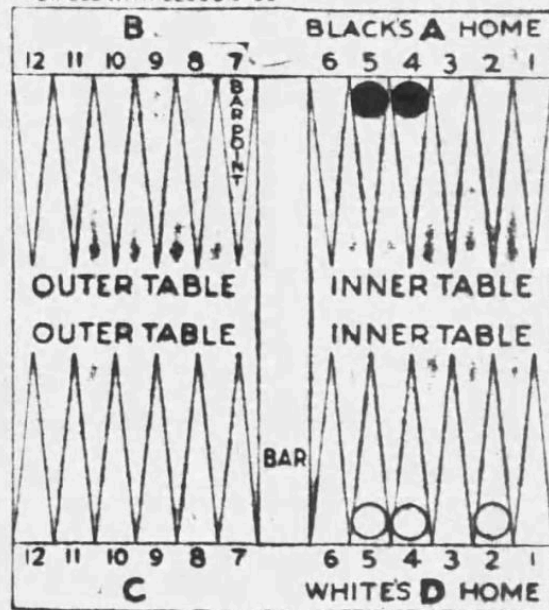
White correctly played from A-4 to A-10 and the same man on to C-12. This play necessarily leaves two BLOTS on A-4 and C-12, but as regards the A-4 Blot, there would be no difficulty in entering again as Black's inner table has four points open. The Blot on C-12 requires the total of both dice to HIT and the chances are, consequently, greatly reduced. In the case of this latter Blot, a 6 and 1; 5 and 2, or 4 and 3 would do the trick, but the odds are 30 against 6 that such a cast will not be made.

Black actually cast a 4 and a 1 and played from D-1 to D-5 and from A-6 to A-5. White's next cast was double fives, and how the doubles do count. He played 2 men from D-6 to D-1, sending Black to the BAR; for the third five he played the man on C-12 to C-7, and for the fourth he

moved the man on A-4 to B-9, which was a very clever play. At first glance it appears as though the BLOT on B-9 can be HIT by the Black man on B-11, but the chances on being HIT are very slight. In the first place, if Black throws a 2 spot, he has to use it to enter, unless, of course, the cast be a 5 and 2, 4 and 2, or double 2, and the odds are 7 to 1 that neither of these casts will be made. This is a most important point and the beginner will do well to consider what numbers the opponent is called upon to play when he has a man on the BAR.

Frequently it is absolutely safe to leave a BLOT on a point a certain distance from the enemy when such a number will be required by the opponent to enter a man. I say frequently, because doublets upset this little plan. However, it is 35 to 1 against the casting of any particular doublet.

FOR USE WITH LESSON-33



The above diagram depicts a most interesting situation. It is White's turn to play, and he has the right to propose the next double. Should he do so?

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 34

The situation shown in the diagram in Lesson 33 occurred in an interesting game between two very brilliant players. There had been an automatic double by dice when casting to decide which side should play first. The dice had been favoring one side and then the other throughout the game, and there had been five voluntary doubles during the game, and they were now playing for 64 times the original stakes.

White hesitated and pondered for some considerable time as to whether he should propose another double which would again double the points, making the game one of 128 times the original point. Backgammon is certainly a merry little game and has all the kick of poker. In this case White correctly decided to double.

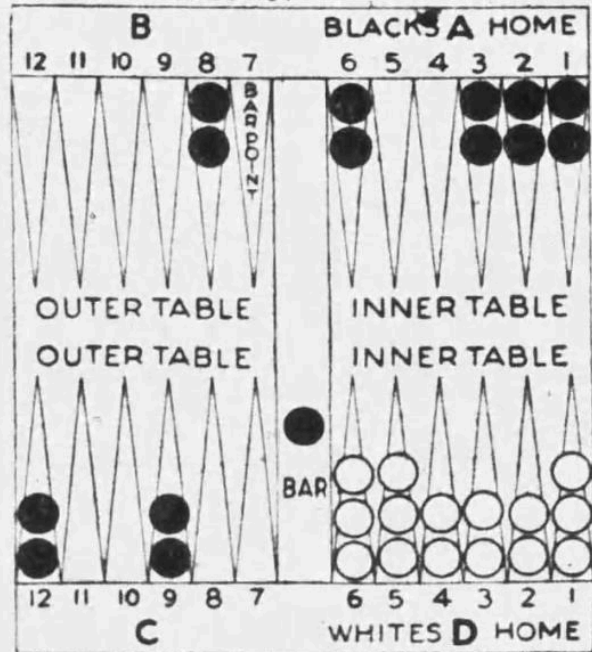
The proposing of a double must be made just before casting of the dice. At present there is no rule covering the situation wherein a player proposes a double after casting. Some players play that the acceptance of such a proposal can be left in abeyance, until they also have made the cast, but this hardly seems fair, and is certainly a basis for argument. So, be advised, and propose a double only just before casting the dice.

White was correct in proposing the double as the odds were in his favor. The odds are practically 28 to 8 against Black removing both his men on his next cast; whereas, White is practically certain to get all three of his men off in two casts of the dice.

The end was amusing. Black accepted the double, and White threw a 3 and a 1, and played the man on D-4-point to D-3 and then removed that piece for the 3 spot. Then Black considered proposing another double which would have increased the points to 256 times the original point, but Black wisely decided not to double. The odds are actually 7 to 5 in favor of White getting his two men off at his next cast. Black threw a 5 and a 3 and got one man off. White cast a 6 and a 5 and the game was over.

This was an exceptional game. The usual game has only one or two voluntary doubles.

FOR USE WITH LESSON-34



The situation shown in the above diagram arose in an interesting game. It is White's turn to play and the dice say 2 and 1. What would you do?

(Copyright, 1930, King Features Syndicate, Inc.)

BACKGAMMON

By HAROLD THORNE

LESSON NO. 35

In the diagram shown in Lesson 34, all the luck had been with White, who early in the game had doubled. From the diagram, one will note that all of the points are covered in White's inner table and it is impossible for Black to make a play as he has a man on the BAR. This situation is called a SHUT OUT.

Some beginners have a vague idea that it is good play to open up their table and let the opponent enter on one of the lower points and then send them back to the BAR again. Such an idea is wrong. White, in the position shown, has an excellent chance of scoring a Gammon Game, which as you will remember, doubles the score. (A Gammon Game consists of removing all one's men before the loser has removed one of his.)

In the case shown in the diagram if White has any luck at all, he should succeed in removing five or six of his men before Black can enter the game, and with such a lead as that, and considering the position of Black's men, White should have no difficulty in scoring a Gammon Game.

The correct play for the cast of a 2 and a 1, is to remove one man from the D-1 point and play a man down from the D-6 point to the D-4 point. The principle involved is for White to open up only his higher points and let Black enter thereon, as all danger will then be passed.

White would be making a great mistake in moving the man on D-5 to D-3, as, if in his next cast, he should throw a 6 and a 5, he would be compelled to leave a BLOT. Whereas, by moving one of the three men on D-6 point to D-4, no matter what the next cast may be, White need not leave a Blot.

Etiquette—Few, if any writers on Backgammon, have said anything about the etiquette of the game. We have all sorts of rules in Contract Bridge, with, in most cases, penalties for infractions. In Backgammon there is nothing to cover these finer points. One thing is certain, and that is, the person playing should "Have the Floor" and nothing should be done in any way to disturb or distract the player until his moves have been completed and his dice actually placed back in the box. One of the old ways of playing was to use only one pair of dice and two dice cups. Each player after completing his move would pick up the dice and place them in the opponent's dice box.

Just a few don'ts:

Don't try to hurry your opponent.

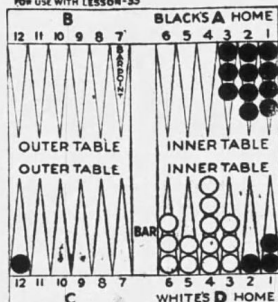
Don't advise what moves to make.

Don't rattle the dice unless you are about to cast.

Don't touch a piece unless you are going to play it.

Don't double until just before you cast.

FOR USE WITH LESSON-35



What would you do? It is White's turn to play and he has just cast a 4 and a 2.

(Copyright, 1920, King Features Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 26

Yesterday's question was more in the nature of a catch than a problem.

The correct play is perfectly obvious, but so many people, when BEARING, thing immediately of the points corresponding to the numbers on the dice and proceed automatically to remove men from those points. In this case they would be apt to take a man off of the D-4-point and then begin to think what move should be made for the 2 spot and may even play a man down from D-6 to D-4.

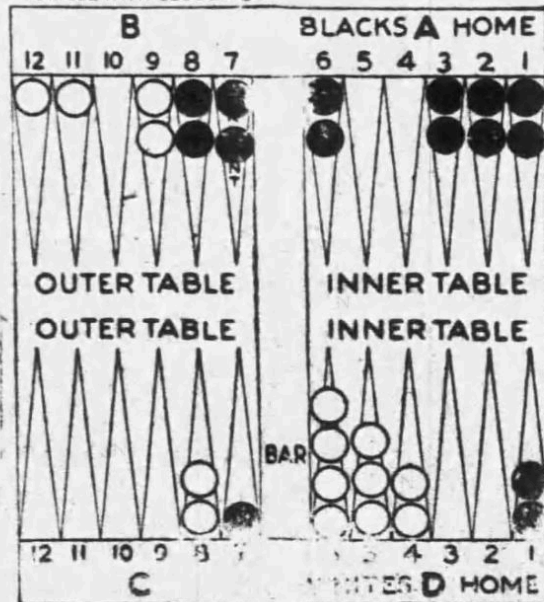
The correct play is one man from D-4 to D-2, sending Black to the BAR, and another man from D-6 to D-2, covering the D-2-point. Black's only chance of entering the game is by casting a 1 spot, and White has an excellent chance for a double game.

We hear so much about the ancient history of this game; how a mural in the Egyptian pyramids portrays the Queen of Rameses III playing Backgammon; how the Aztec Indians were playing the game before Columbus discovered America, and scores and scores of other incidents proving the game to be one of the oldest known to mankind, but, personally, I think that the origin of this game dates as far back as the time when man first began to observe things.

Many people have wondered at the illogical shape of the board; the oddity of having 15 black men and 15 white men, and how these things became coupled with dice. My thought is that an enterprising gamester of the very earliest days had noticed the moon completed its circle every 30 days, and for the purposes of hunting and fighting, a record of those days was kept by placing

30 stones on a line; 15 of the stones being black; representing the dark nights; 15 of the stones being white for the moonlight nights. Such must have been the origin of the first primitive calendar. Then, later, it dawned upon the intelligence that the cold and warm spells came at regular intervals 12 moons apart. Also certain bright flowers impressed themselves upon the ladies as having appeared 12 moons before, and such undoubtedly was the origin of the 12 lines upon which the Black and White stones were placed, and the first calendar of 12 divisions was invented. Still later our enterprising gamester, sitting around his campfire, rattling two partially burnt huckle bones (the first dice) in a cow's horn, sought something with which to record the casts of the bones. His roving eye caught the gleam of the firelight on the white stones and Backgammon was invented.

FOR USE WITH LESSON-36



White's turn to play. What would you do? The dice say double fives.

(Copyright, 1930, King Features Syndicate, Inc.)

BACKGAMMON

By HAROLD THORNE

LESSON NO. 37

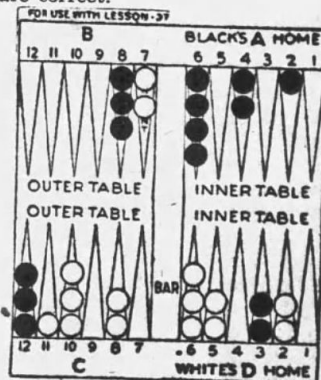
The diagram given in Lesson 36 was taken from an interesting game marked for the rapidity with which the players made their moves. To the uninitiated, and I might also add, some players, it is a source of amazement to see how quickly Backgammon can be played by the experts. A cast of the dice and the click of the men on the board are almost simultaneous, and now and again a little problem will arise and "Time Out" will be taken. (Usually about five seconds.)

In the case shown in yesterday's diagram, very little time was taken to solve that little problem. White decided to play one man from B-12-point to C-8-point; two men from G-9-point to C-11-point, and for the fourth five spot White played a man from B-11-point to C-9-point. By making the play in this manner, White gets his men much closer together and he may be able to later make a Side-Prime. He, of course, is risking one man to the cast of a two spot, which is a three-to-one chance against being HIT.

Replace the men on the board and make the play as I saw it made by another player when asked to give his opinion. He played as follows:

One man from G-12-point to C-8-point and three men from C-8-point to D-3-point, covering that point. Moving the men in this way leaves a man exposed on B-11-point to the cast of a seven, which is a six-to-one shot; these odds are longer than the odds of casting a two spot, but against that the position of White's men is not so good. He has a man on B-11-Point and two men on B-9-point and they have a considerable jump to make before they can reach their home table. In the meantime, if Black casts a six spot, he can make the BAR-POINT in White's outer table and White will have considerable difficulty in passing him. Black also has a few men free with which to complete his inner table, and has even the possibility of covering all the points in that table, which would be most troublesome to White if a man of his should be HIT.

By the way, in writing about playing quickly, Orientals consider it good play to move the men so rapidly that the opponent has some difficulty in following the plays and seeing that they are correct.



How would you play this one? It is B'ack's turn and the dice say double five. The answer will appear in Lesson 38.

(Copyright, 1930, King Features Syndicate, Inc.)

BACKGAMMON

By HAROLD THORNE

LESSON NO. 38

The diagram given in yesterday's lesson occurred in a bright snappy game between two reckless young players. The dice had favored first one and then the other. There had been three doubles and they were now playing for eight times the original point.

*Things are cheap,
Why not reap—
BUY NOW*

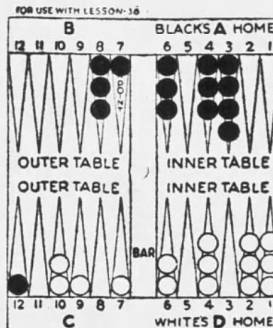
The game is now in that stage when a misplay might be most disastrous. It is Black's turn to play and the cast was a double five. At first glance, it appears as though it was a very awkward number; doubles sixes would have been a much easier number to play; but when one comes to analyze the cast, it is not such a bad one. In such cast as these, do not make any hasty moves. Take your time and consider the matter carefully. In playing doubles do not overlook the fact that sometimes one man can be frequently played half way around the board and placed with some BLOT to cover a point. In the case of this cast of double fives, there are actually two ways of making very good use of it.

The first is to play one man from C-12-point to B-8-point and two men from B-8-point to A-3-point covering the three-point; and for the fourth five, play a man from A-6-point to A-1-point.

The second way of playing this cast, is to move one man from C-12-point to B-8-point and the same man on to A-3-point and for the other two fives move two men from 6-A-point to A-1-point. In both of these plays, two men are left exposed in the inner table, but there is little danger in such a situation at this time as the opponent has not any men upon the BAR, and these points should be easily filled in the next cast of the dice.

**BUY NOW and
boot depression**

When a player exposes men in his inner table as in this instance, care must be taken in playing the next cast and the player should avoid playing hastily and sending an opponent back to the BAR, as apart from the fact that such a man sent back may enter and HIT a BLOT, he certainly will have no difficulty in entering when there are three points open.



What would you do in this case? It is White's turn to cast the dice. Should he propose a double? The answer will appear in Lesson 39.

(Copyright, 1930, King Features Syndicate, Inc.)

aw
thr
bus
pla
for
mo
occ
to
of
rur
bre
Ch
say
sta

BACKGAMMON

By Harold Thorne

(Copyright by King Features Syndicate, Inc.)

LESSON NO. 39.

The situation shown in yesterday's diagram occurred in a very quickly played game. There had been two doubles by dice when casting to decide which side should play first. After that, White and Black had each doubled. The last two casts of the dice had favored White, while Black's casts had been very poor.

A careful study of the board will show that White has a far better position than Black; he has only four men in his outer table and all four are near home; White also has a number of his men on the lower points, which is a most important thing to consider when doubling toward the end of the game. Against all these points, Black has four men near his inner table and one man in White's outer table which will take the total of both

dice to carry him to his inner table; also, Black's men in his inner table are very poorly lined up and any casts of one or two would first of all be used in getting his men from the outer table into the inner table. Taking these things into consideration, also the fact that there is practically no chance of scoring a Gammon game, White should propose a double, and Black should certainly refuse such a cold-blooded proposition and swallow his loss. In this case, with the four previous doubles making the game one of 16 times the original points, Black disliked intensely taking such a loss, and he very foolishly accepted the double, making the game one of 32 times the original points.

Beginners must beware of this taunt to their vanity. They often think that they can cast

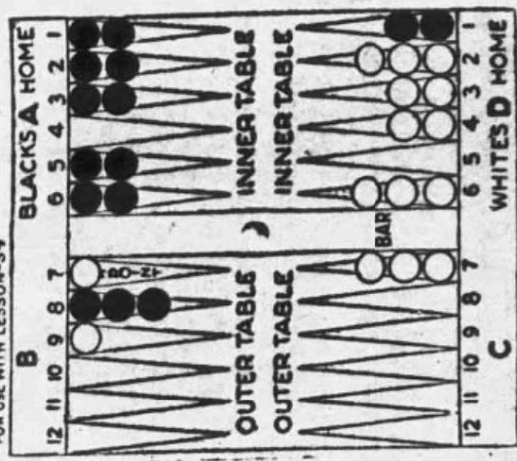
a couple of doubles and pull ahead, but they lose sight of the fact that the opponent is just as likely to cast doubles as they are, in fact, with the dice running in their favor, the leader is more likely to throw doubles.

After Black had accepted the double, White cast double fives, which enabled him to play the remaining four men from his outer table into his inner table and he was now ready to start BEARING. Black, undaunted, cast a double six and played one man from C-12-point to B-7-point and on to A-1-point; and two men from B-8-point to A-2-point. It makes little difference how this cast of double sixes is played as in any case, the next cast (excluding doubles) must be used in getting the remaining man or men in the inner table.

Needless to say, White won the game.

What would you do in the case shown in the above diagram? It is Black's turn to play and the cast is a 6 and a 4. The answer will appear in Lesson 40.

FOR USE WITH LESSON-39



BACKGAMMON

By HAROLD THORNE

LESSON NO. 41.

The peculiar situation shown in the diagram in yesterday's lesson, arose in a game where Black had been getting all the best of it. White had very gamely let a man in Black's inner table until the very last moment and then White's dream had been realized and he caught Black's very last man. Fortunately, at that stage of the game, White had completed his inner table and there was nothing Black could do but await White's convenience. White then played his men as far as he could without breaking up his inner table and then he came to the stage of the game as shown in the diagram.

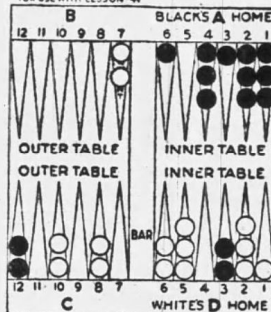
White now cast a 5 and a 3 which he now has to play. The best thing for him to do is to let Black enter on the highest point so that the remainder of White's men will be safe and not sent back to start afresh, as if such a thing should happen, White's chances of winning would be completely gone, as the odds of again HITTING Black's man are by far too great to be considered.

In this case, White correctly played one man down from the D-6-point to D-3-point, and the other man on D-6-point, he played to D-1-point. Many beginners would remove one man from the D-5-point and play the man left on D-5-point down to D-2-point; in which case if Black did not enter and White on his next cast threw a six and a one, White would be compelled to leave a BLOT, and if Black should HIT and BLOT, the game would be absolutely lost as far as White would be concerned.

BUY NOW and Get a Bargain

White correctly played the move as given above. Black cast a 5 and a 3 and could not enter. White then threw a 4 and a 1 and took a man off of each of those points. Black's next cast was a 4 and a 2, and he was still stuck on the BAR. White cast a 6 and a 5 and took two men off the D-5-point. Black, the unfortunate, cast a 2 and a 1 and could not enter. White then threw a 5 and a 2 and removed a man from the D-4-point for the five spot and played a man down from D-4-point to D-2-point. If Black does not enter on the next throw, White will exercise his privilege of doubling. Black on his next throw cast a 6 and a 3 and entered his man from the BAR and moved him to C-9-point. White cast a 6 and a 5 and removed two men from the D-3-point. Black then cast double sixes and won the game. This was a very lucky cast for Black as White certainly had a good chance of winning the game despite the terrible outlook shown in the diagram.

FOR USE WITH LESSON-41



How would you play this one. It is White's turn to play a 6 and a 3.

The answer will appear in Lesson 42.

(Copyright, 1930, King Features Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 42.

The diagram shown in Lesson 41 illustrates very nicely a point which so many beginners fail to play.

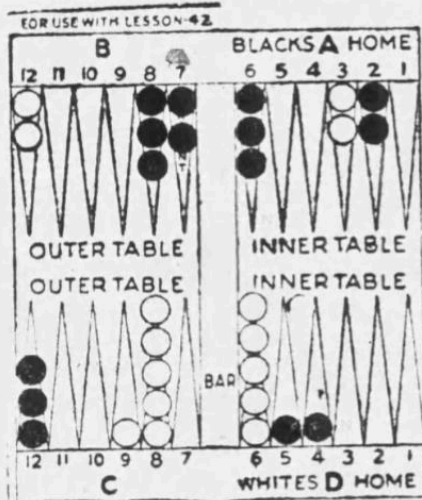
The cast was a 6 and 3 by White and the usual player would take one man from C-8 point to D-5 point and the other man from C-8 to D-2 point. The point of view is that the country is safe, no men are exposed, and so on, etc. This is indeed a very poor way of playing this cast with the board in the shape it is. This play places too many men on one point too far down in the inner table. At this stage of the game it is very bad play to get so many men so far down; on the 6-5-4-points it is permissible to have four or five men because they can be used therefrom to build up other points, but 4 men on the 2 point early in the game is very bad play.

Look carefully at the board and note that Black has two Blots in his inner table, and consequently it is not at all risky to leave a Blot. The correct play for this cast is, one man from C-10 to D-4 to D-1, completing the one point.

The Blot on C-10-point is exposed to the cast of a 1 and a 6, or a 4 and a 3; in other words, it is nine against one that the Blot will not be hit, and should he be hit, that man has the opportunity of hitting one of the two Blots in Black's inner table, and Black would also have two other Blots, one on C-10 and the other on D-3. In fact, White is quite clever in making the play. Black's next cast was double aces, and he elected to play in the following manner: Two men from D-3 to D-4; one man from A-4 to A-3, completing the three-point, and one man from A-6 to A-5.

White's next cast was the most interesting (from Black's point of view only) one of double sixes. He could only play two of the four sixes in moving the two men from C-8 to D-2. The men on B-7 could not move to C-12, as Black had the point covered, and the man on C-1 was in the same predicament, as Black has the D-4 point covered. This seemed to be a game of doublets. Black threw double threes and moved two men from D-4 to C-7 and one man C-7 to G-1, sending White to the Bar. For the fourth three-spot he moved one man from A-5 to A-2. White was unable to

enter on any of his next three casts, and Black, meantime, was able to get all his men home safely, and won the game.



Now, what would you do? White's play to the cast of a 3 and 2. The answer will appear in the next lesson.

(Copyright, 1930, King Features Syndicate, Inc.)

Fliers to Discuss Women in Aviation

Speaking on "Flying for Women" next Tuesday night, Lieut. Louis M. Rawlins, jr., Maryland National Guard, and Howard Behr, flying instructor, will address members of the Eagle Wings Flying Club, aviation branch of the Women's City Club, and the Business Women's Council, at the Church of the Covenant, Eighteenth Street and Connecticut Avenue.

Other speakers will include, Mrs. Peggy Hoffman, E. James Francis, and C. Newell Atkinson, students in the school's transport pilots' course.

U. S. Produces Fish Biscuits

Biscuits, bread and cookies from fish may be the next delicacy on the dining table of the American home.

Using up to 25 per cent fish flour, the Bureau of Fisheries has produced such products entirely free of fish taste, John R. Manning, bureau technologist, revealed yesterday. Fish contain at least 16 of the 34 minerals known to exist in sea water.

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 43

Backgammon is a great game. No two games are exactly alike and sometimes the dice behave in a most extraordinary manner.

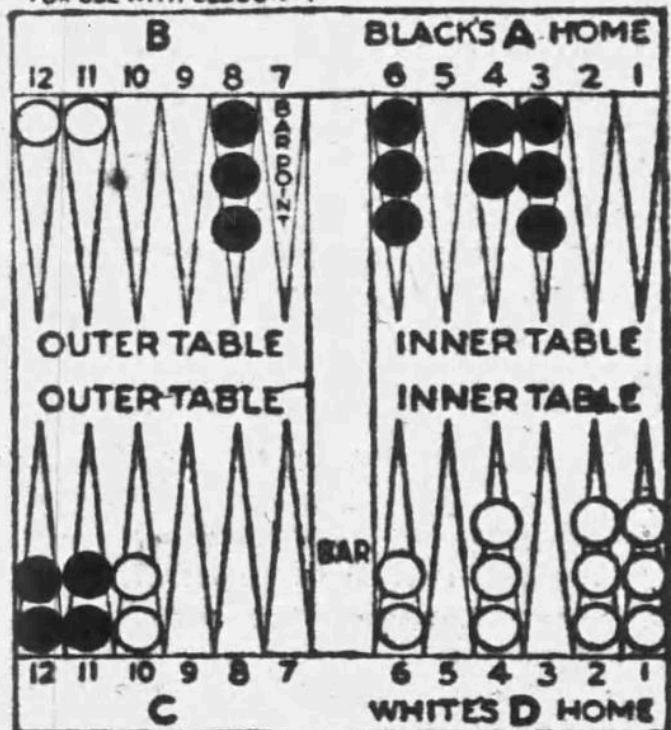
Look at the diagram shown in Lesson 42 and see how differently the dice have treated Black and White.

Black's table is in a fairly good shape, another good cast or so and he will be in splendid position, then, note the position of White's men; all piled up on two points, and now comes the horrible cast of a 3 and 2. What to do? That is the question. He certainly must at least remove the Blot as it is almost bound to be hit by one of Black's two men. It is usually very bad form to get too many men on one point, particularly in the lower points in the inner table, but in this case it is wiser to play safe and chance making a good cast next throw.

The correct play for this cast of a 3 and a 2 is to move one man from C-9 to D-6 and another man from C-8 to D-6. This gives White seven men on the D-6 point. Many people have an idea that no more than five men can be upon one point at one time. This idea has been created by the many illustrations giving no more than five men upon a point. There is no limit to the number of men one can have on a point. Black's next cast was a 6 and 5, and he played one man from D-4 to C-10 and another from D-5 to C-10, a lucky cast as he was thus enabled to

make a point. White's plan is now to split up his men and make points in his inner table with the hope that he will be able to hit some of Black's men a little later. White cast double aces and played 2 men from D-6 to D-5 and 2 men from C-8 to C-7 and made both the Bar-Point and the 5 point in his inner table. A very lucky cast. Black cast a 4 and a 1 and moved a man from B-8 to B-7 to A-3. White cast double sixes and moved 2 men from A-4 to B-10 to C-9 and the game developed into a rush as to which side could start BEARING first.

FOR USE WITH LESSON-43



What would you do? It is White's turn to play and he has the privilege of doubling. Should he double? The answer will appear in Lesson 44.

(Copyright, 1930, King Features Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

By HAROLD THORNE
Author of "Backgammon in 20 Minutes"

LESSON NO. 44

The diagram given in Lesson No. 43 was taken from a game played wherein they were playing Chouette; just a team of two.

Chouette is a splendid addition to this marvelous game and is partly responsible for the rapidity with which Backgammon is sweeping the country.

As many as five or six can be interested in the same game, but as nearly everyone has been caught in the wiles of Backgammon and all want to handle the dice and men, one seldom sees at the New York clubs more than three playing Chouette because if there are four players it means that another table is started. Every day one can see many tables going just as in Contract Bridge, with one man sitting out waiting to cut in.

In the game mentioned, there had been two doubles, the first by White and the second by Black. Black had had one or two poor throws of the dice and it was White's turn to play. The

question is, should he double? A slight study of the board will convince anyone that White has a much better position than Black.

In the first place, he has eleven men in his inner table with four points covered and every chance of getting his two Blots safely round the corner. The cast of a ope spot will enable him to cover the B-12 point also a three and a four or better will bring the two Blots safely into White's outer table. Beyond all question of a doubt White should double. He did, and Black should have refused. Much to my surprise, Black accepted the double and explained later that he (as usual) hoped to shake doublets or that White would not be able to make the two Blots safe. Of course, if West cast a two spot or double three he will be compelled to leave one Blot, or with double twos he would be compelled to leave two Blots. White is right in proposing the double because if one of his men was hit he would have no difficulty in re-entering. Black, who was the man in the Box, also was faced with a loss of four points to each player; by accepting the double he merely postponed paying his loss and in the end lost eight points to each member of the team. When you are faced with a loss and the chances are against you, particularly in the latter part of the game, don't hesitate about taking it, as by doing so you will win on percentage.

The STARS SAY-

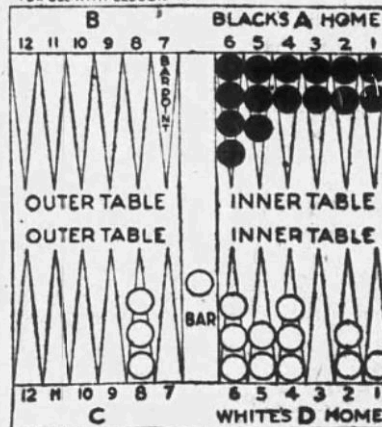
Tuesday, December 16

By GENEVIEVE KEMBLE

A fairly active and propitious state of affairs is read from the prevailing lunar transits. New contracts, undertakings and plans are accelerated under this sway, with the welcome removal of old crystallizations and obstructions. However, matters might be complicated and assume some disagreeable phases by a too aggressive attitude or by tumultuous and ill-guarded activities. Employment may hold some minor anxieties.

Those whose birthday it is may count on a year of fair activity, with proportionate progress, especially in new ventures and in the renewing of contracts or agreements. Old congestions, being demolished, make way for new plans and projects, but these should not be complicated by too aggressive or turbulent attack. Be wise in employment and refrain from strife and recklessness at home. A child born on this day should be clever, practical, industrious and energetic, but its ardor and tendency to over- due or to violent contention may defeat a very promising career.

FOR USE WITH LESSON-44



How would you play this one? Black's turn and the dice say double fours.

Answer will appear in Lesson 45.

(Copyright, 1930, King Features Syndicate, Inc.)

Things are cheap,
Why not reap—

BUY NOW

HOW TO PLAY BACKGAMMON

By HAROLD THORNE
Author of "Backgammon in 20 Minutes"

LESSON NO. 45

The diagram given in Lesson 44 depicts a game in its final stages.

White has had the worst of the dice up to this time, but in Backgammon the game is always in doubt when there is a man on the BAR, and White is by no means beaten.

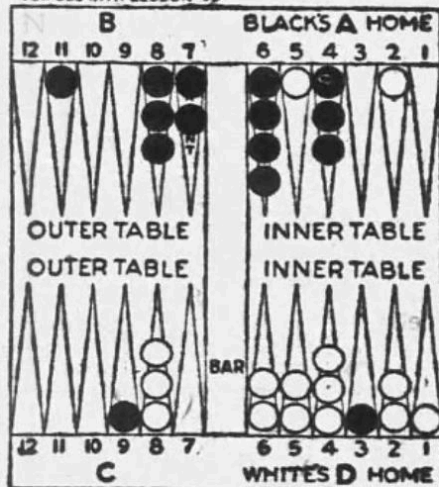
The correct play of a cast of double fours is to take two men from the A-4 point and play two men down from the A-6 point to the A-2 point. A safer way to play would be to play the four men on the A-6 point down to the A-2 point and give White the chance of entering on the A-6 point, but in this particular case, as White has three men in his outer table, Black has a chance for a Gammon Game if he can get his men off quickly. So he removed the two men from the four point and played the two men down from the six point. White can now enter on the four point and if Black should cast a double or a 6-2 he will be in a vulnerable position. The definition of vulnerable being "Susceptible to injury."

White's next cast was a three and two and he could not play. Black then cast a six and a one and removed a man from the six point and played the other man on that point, down to the A-5 point.

White's next cast was a three and one and again he could not play. Black then cast a six and a three and took a man off of A-5 for the six spot and for the three, he moved a man down from A-5 to A-2. He could have removed a man from the A-3 point, but that would have left a BLOT and at this stage of the game he did not dare take any chances. White cast a five and a two and was unable to play. Black's next cast was the very awkward one of a four and a one. He played one man from A-5 to A-1 for the four spot and then removed the same man off for the ace. He was compelled by this cast to leave a BLOT and of course it would be just a waste of time to move the BLOT down one point. White's next cast was a double four and he entered his man on A-4 point and played him all around the Board, B-8 to B-12 to C-9. By this cast Black lost his chance of a double game and the rest of the

play was as they say, "merely clerical work."

FOR USE WITH LESSON-45



How would you play Black's cast of a six and two?

Answer will appear in Lesson No. 46.

(Copyright, 1930, King Features Syndicate, Inc.)

The STARS SAY-

Wednesday, December 17

By GENEVIEVE KEMBLE

The lunar configurations for this day point to a very lively and generally felicitous and prosperous state of affairs, both private and business. Personal affiliations and occurrences are under a particularly auspicious rule for bringing pleasure, progress, and the fulfilment and enhancement of the most cherished desires and ambitions. Social, romantic and domestic interests may engage the attention, but employment also brings its meed of pleasure as well as profit. Be careful with letters and give due consideration to change.

Those whose birthday it is may anticipate a year of particularly happy and prosperous conditions, with personal matters extremely felicitous, and in employment and business progress, promotion and financial emoluments. But change with discretion and be careful in the matter of writings.

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 46

In examining the diagram given in Lesson 45, one can readily see that White has the better position. Any poor play by Black at this stage of the game may mean victory for White. White has just doubled before he cast and had not improved his position. Some players might play the man on D-3 point to C-9 point and get him safely away from White's inner table, but Black has a number of free men with which to cover points in his inner table and under these circumstances it is better to move one man from A-4 to A-2 and send White to the BAR and then play another man from B-8 to A-2 and cover that point.

If in White's next cast of the dice he is unable to enter the game; at least one of his numbers will have been used up and should he also be able to HIT Black's man on the D-3 point he would be compelled to leave another BLOT.

White made the next cast of a two and one and entered his men from the BAR on A-1 point for the Ace and played one man from C-8 to D-6. By doing this he had a chance to cover the BLOT on the D-1 point.

Black cast a six and a five and played the man on D-3 to C-9 and on to B-11 and covered the Blot on that point. Black was now in an excellent position and would have liked to have proposed a double, but as he had all the

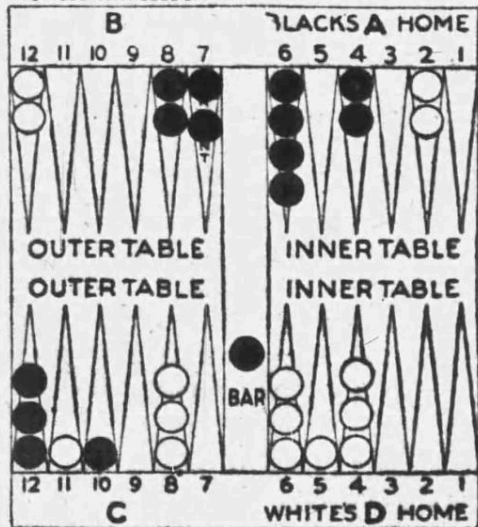
makings of a Side Prime and the consequent chance of scoring a double game, he did not propose the double for fear that White would reject the proposition.

BUY NOW

Sales Sing Success

White then cast a five and a one and covered his three points by moving a man from C-8 to D-3 and another man from D-4 to D-3. White's inner table is now in excellent shape and Black must be most careful not to get a man sent back. Black's next cast was a six and a two and he very wisely played safely by moving the man on C-9 point to B-10 and on to B-8. One will note that he could have sent either or both of White's men back to the BAR but that would have been very unwise. White was very fortunate with his next cast of double four and he moved one man from A-1 to A-5 and then two men on A-5 to B-9 and then played a man from C-8 to D-4 for the fourth hour. By this cast, Black's chance of a double game was lost. In fact if Black had proposed a double White would have accepted it. That is what makes the game so fascinating, one throw of the dice and the whole picture changes.

FOR USE WITH LESSON-46



How would you play this move for White? He has just cast a two and one. The answer will appear in Lesson 47.

(Copyright, 1930, King Features Syndicate, Inc.)

The STARS SAY-

Thursday, December 18

By GENEVIEVE KEMBLE

An eventful and memorable day is forecast from the revolutionary aspect of the lunar planets, especially in trine with the radical and adventurous planet Uranus, which incites to sudden and abrupt ventures

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 47

The position shown in the diagram given in Lesson 46 occurred in a game of Chouette. Black was the man in the Box and the team had quite a heated discussion as to how the play should be made for this cast. No blows were struck and the game eventually proceeded because the captain's decision was final, otherwise I believe they would still be around that table.

**BUY NOW and
boot depression**

One player wished the captain to move one man from D-6 to D-5 for the ace spot and for the two spot move the man on C-11 to C-9. The play has considerable merit as it completes the five point which is quite an important one to have completed, and also leaves only one BLOT on C-9, which is perfectly safe as long as Black does not enter with a cast of a three and six. But that was not the way the play was made by the captain. He played one man from B-12 to C-11 and played the same man to C-10 and sent another Black back to the BAR. White then had four men exposed, a rather unhappy plight. Of course, only one BLOT can be hit as two men are on the BAR and both numbers must be used to enter those two men. The cast of double fives or double aces would cause a little trouble and Black would have had a considerable advantage by making such a cast. Actually the cast was a three and four and Black entered one man on the D-3-point and was compelled to forfeit the four spot as he still had a man on the BAR. White then threw a six and a three and moved the man from C-11 to D-5, covering the five point and one man from B-12 to C-10 and filled that point. This

was a most fortunate cast, as it enabled him to straighten out his men and cleared up four BLOTS. I wish you could have seen the expression of gratification on the face of the captain of the team.

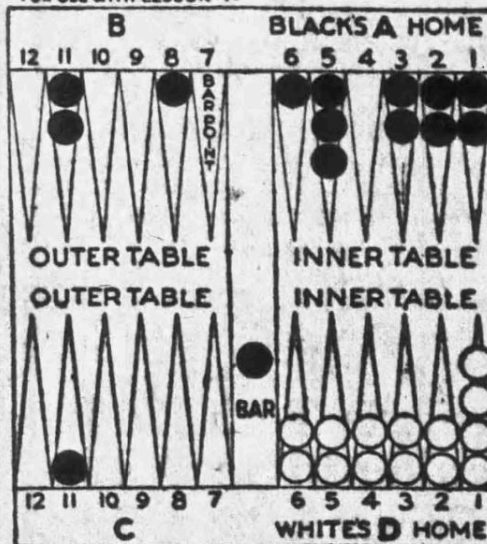
Black then cast a double six and was unable to enter the game.

White then cast a 5 and a 1 and made another point by moving a man from C-8 to D-3, sending Black again to the BAR, and moved another man from D-4 to 4-3 point.

Black cast a 4 and a 1 and entered one of his men from the BAR. White cast double threes and played two men from C-10 to C-7-point, thereby covering the BAR-POINT and for the other two threes he played two men from D-5 to D-2 point.

Black cast a 5 and a 4 and could not enter. White proposed a double, which Black refused and the game was over. Black paid each member of the team two points, as there had been an automatic double when casting to decide which side should play first.

FOR USE WITH LESSON 47



How would you play this one? It is White's turn and the dice show a 3 and a 2.

The answer will appear in Lesson No. 48.

(Copyright, 1930, King Features
Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON No. 48

In the diagram shown in Lesson No. 47. White had been getting all the best of it. He has already started BEARING. There had been three doubles and they were playing for eight times the original point. White doubled last and, of course, Black has the sole right of proposing the next double.

It is White's turn to play and the cast is a 3 and a 2. Many players would remove, or if you prefer it, throw off, a man from D-3-point, and play the other man on that point down to the D-1-point; Black could then enter on the 3-point and would be a great nuisance, as he would remain there with the hopes of catching one of White's unprotected men.

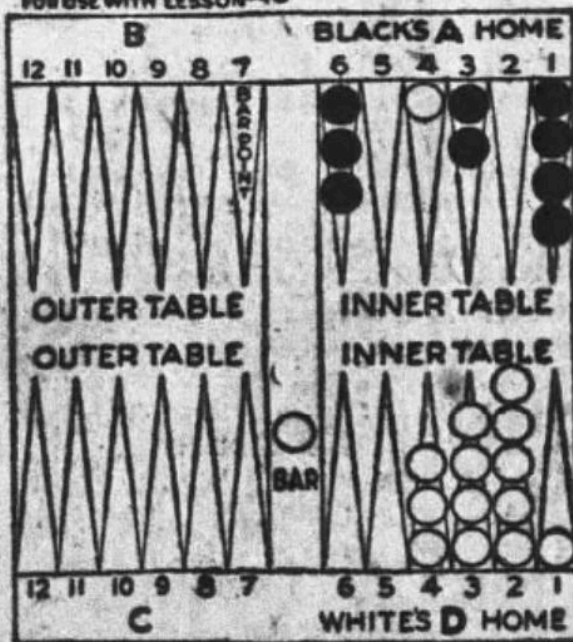
**Use Discretion, End
Depression
BUY NOW**

The correct way to play this cast is to move the men down from the D-6-point; one to the D-3-point and the other to the D-4-point. Then if Black enters, he will be safely out of the way. If Black does not enter very soon, White may be able to score a double game (a Gammon game). Black cast a 4 and a 3, and whilst that is a lucky cast in some other game, it was not much use in this case.

White cast a 3 and a 1 and removed 1 man from D-3-point and another from the D-1-point. Black then cast double fours and could not enter. White threw a 5 and a 1 and removed one man

from D-5-point and played the other man on that point down to D-4-point. Black threw a 6 and a 1 and entered his man B-8-point and for the ace played one man from the B-11-point to the B-10-point. White cast a 6 and a 3 and threw off two men from the D-4-point, as there was no man on a higher point. Black cast a 3 and a 4 and moved one man from the B-10-point to A-6-point, and for the three spot he moved a man from B-11-point to B-8-point. This move I considered a very poor one. It has been my experience that it is better to move men into the next section as cheaply as one can at this stage of the game. White cast double fives and threw off two men from D-4-point, and two men from the D-3-point, and nothing could prevent White from winning a double game.

FOR USE WITH LESSON-48



How would you play this one? Black has thrown double threes. The answer will appear in Lesson No. 49.

(Copyright, 1936, King Features Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

By HAROLD THORNE

Author of "Backgammon in 20 Minutes"

LESSON NO. 49

The diagram shown in Lesson No. 48 depicts the final stage of a wildly exciting game.

There had been three doubles by dice when casting to decide which side should play first. Both sides had each doubled twice and they were playing for one hundred and twenty-eight times the original point, and needless to say, Black had been the last to double. White had the sole privilege of proposing the next double and one can make up his mind that nothing was further from his thoughts.

Black has already thrown off six of his men from his inner table and now has to play the cast of double threes.

White has a man on the BAR and if Black can avoid making any BLOTS, he is bound to win. One play he could make would be to move one man from the A-6-point to the A-3-point and then take three men off the A-3-point, but if he does that his next cast may be most embarrassing. The correct play is three men from A-6-point to A-3-point and then re-

move one man from that point for the fourth three spot. White cast a two and a one and entered his man from the BAR on the A-2-point, and then moved one man from D-2-point to D-1-point, thus covering that point. He still has hopes that he will be able to send Black back to the BAR by means of the lone man on the A-2-point.

Black cast a three and a four and removed two men from the A-3-point.

White cast a six and a four and played a man from A-4 to B-10 to C-11-points. Black cast a three and a one and removed one man from A-3-point and for the one spot, he threw off a man from A-1-point. He could have sent White to the BAR for the play of the one spot, but there would have been no advantage in that, and by taking a man off the A-1-point, he is in a position to take advantage of any doublets which may be thrown.

White cast a four and a three and decided to run for it as Black is bound to make the man on the A-3-point safe with his next cast. White played from A-2 to A-6 to B-9-points and got out of Black's inner table as if Black casts any doubles of three or higher and White had a man left in Black's inner table, it would be a Backgammon game and the points would again be tripled, making it a game of three hundred and eighty-four times the original point. As it was, it was a Gammon game, which meant another double and Black won two hundred and fifty-six times the original point.

The STARS SAY-

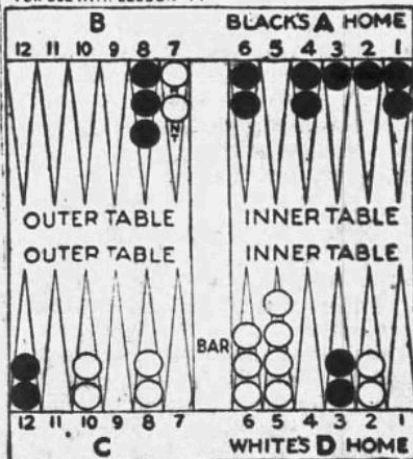
Monday, December 22

By GENEVIEVE KEMBLE

Monday's astrological forecast is for a preponderance of interest in the affairs of the heart and home rather than business activities. These will engage the attention of those businesses concerned in these departments of life. However, employment is under benefic auspices and the personal popularity and influence may be instrumental in winning honors, preferment or some promotion.

Those whose birthday it is are at the threshold of a year of much social, domestic or romantic activity and prosperity. A child born on this day should be kindly, amiable, gracious and friendly and should win popularity in social life and in employment, mainly through these humane qualities and talents. It should be artistic and cultured.

FOR USE WITH LESSON-49



How would you play this one? It is Black's turn and the dice say six and five. The answer will appear tomorrow.

(Copyright, 1930, King Features Syndicate, Inc.)

HOW TO PLAY BACKGAMMON

By HAROLD THORNE
Author of "Backgammon in 20 Minutes"

LESSON NO. 50

Backgammon is going to be the most popular game ever known to mankind. There is something fascinating about the casting of the dice and the jockeying around of the men. No two games are ever alike and what might be a very good play in one instance may be the most terrible in another game under the same circumstances. Who is to say? The answer is the DICE. One never can tell what they will do. I have seen doubles cast seven times in succession by two players, each casting one die each and one of these players was changing dice each cast.

It is the dice that makes this game so habit-forming. One couple that I know are having trouble and I suppose we shall next hear

The STARS SAY-

Tuesday, December 23

By GENEVIEVE KEMBLE

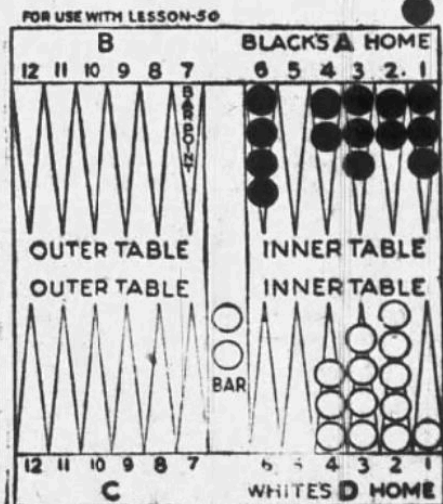
The presage for this day, according to astrological tenets, is for much change and stirring about, with probable journeys and much application and industry in connection with the avocations of the holiday season. There may be some recognition or assistance from elderly persons or institutions, although this to a modest degree. Anxieties about letters, with duplicity or fraud, is seen.

Those whose birthday it is may have a year of some change or travel, probably in relation to work, which should prosper fairly through industry and application. There may be favors from elderly persons, but be on guard against fraud or trickery, especially in connection with letters or papers. A child born on this day should be industrious, responsible and skillful in many directions, leaning to original research and invention. It may be fond of change and travel, and win the assistance of elderly persons or institutions.

of the first Backgammon widow. There have been no Backgammon murders, in the past few years, but in the centuries past there have been quite a few.

To see the vagaries of the dice, look at the diagram given in Lesson 49. Things had been going very nicely until this cast came up. It was a Chouette game with only two men on the team and hearing the discussion was like riding in the subway. The team was playing the Black men and the dice showed a 6 and a 5. One man wanted to play it by moving a man from C-12-point to B-8 and the same man on the A-2-point. This will give one four points coveren in the inner table and a man exposed to the cast of a six spot. This man is a remarkable player and I think very highly of his opinion. Another good player suggested moving one of the men on D-3 to C-9 point and palling the five spot by moving a man from B-8 to A-3. All the advantage of playing it in this way is outweighed by the danger of leaving the other man on the D-3-point, particularly when White has so many builders to use.

The best play would be to move two men from B-8-point, one to A-2 and the other to A-3. To be sure, this leaves a BLOT on B-8, but it can only be HIT by an Ace and the odds of casting a one spot are much greater than a six. Also by making the play in this way, one covers five points in Black's inner table



What would you do? Black has to play a four and a one. The answer will appear in Lesson 51.

(Copyright, 1926, King Features Syndicate, Inc.)