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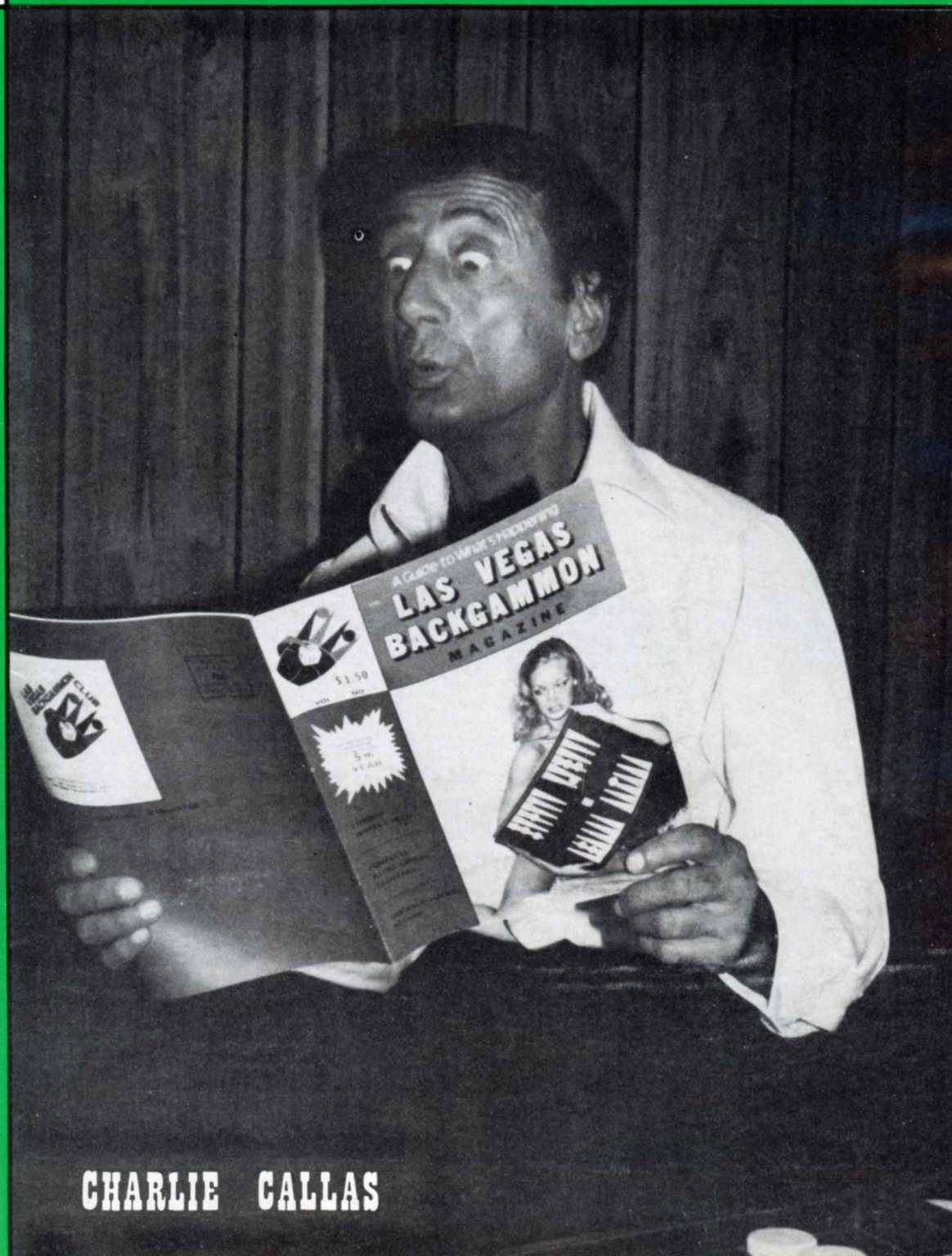
A Guide to What's Happening **LAS VEGAS BACKGAMMON** MAGAZINE

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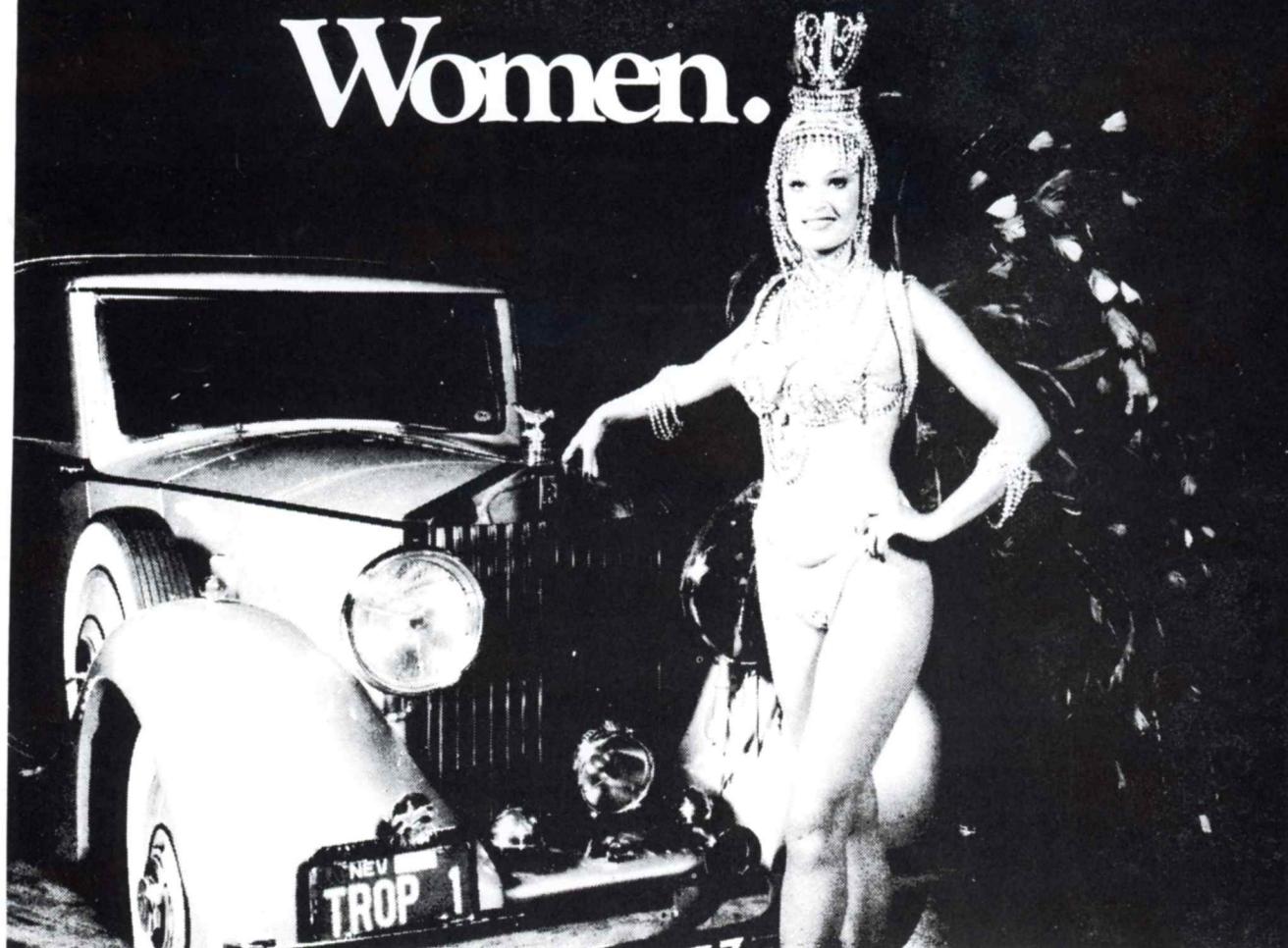
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CAVENDISH NORTH – We are proud to have Bob Ciaffone join our group. Mr. Ciaffone is the most enthusiastic and capable promoter of backgammon in America. His club operates at 30065 Greenfield Road, Springfield, Michigan, (313) 642-9616. In addition to local weekly tournaments, the club sponsors the Annual Summer Backgammon Championships in Northern Michigan. Currently Bob Ciaffone is a contributing editor to the LVBC Magazine. In December, he will be in Las Vegas to help direct the World Amateur Backgammon Championship.

LOUISVILLE BACKGAMMON CLUB – Larry Strasberg ably operates this club out of headquarters at 4014 Dutchman's Lane, St. Matthews, Kentucky, (502) 451-3950. We are glad to have the Louisville club in the family since it is one of the oldest and most respected clubs in the country. Current projects include the 3rd Bluegrass Regional Tournament to be held March 2nd, 3rd and 4th. This is a very popular and well-organized yearly event that draws players from all over the Midwest. WELCOME LOUISVILLE!

HAWAII BACKGAMMON PLAYERS' ASSOCIATION – Bernard Bergstein works hard to promote backgammon in Hawaii. He joined the association because (as he told us in Los Angeles at the California Championships), he believes in grass-roots backgammon. Currently, he publishes an excellent monthly newsletter for Hawaiian players called *Gammon and Games*. Tournaments are held at Rex's in Honolulu (923-7619). When visiting Hawaii, write to the HBA at P.O. Box 17634, Honolulu, Hawaii, (808) 533-2227.

CAMPBELL BRIDGE and BACKGAMMON STUDIO – Southern California is where everyone plays backgammon. We are happy to welcome the first California club to our association. Some Las Vegas players recently visited the Campbell Club and came back raving about the courtesy and organization. Martin Miller directs this friendly bridge and backgammon studio. Tournaments are held every Friday night with open-masters and novice sections available. The studio is in suites 4 and 5 at 155 East Campbell Avenue, Campbell, California 95008, 387-3711.

EXCHANGERS

The
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No Turning Back

by Baron Vernon Ball

GAMES



Meeting of champions: The author and Muhammad Ali.

Egyptian Pharaohs played it, the Roman Emperor Claudius wrote a book about it, royalty kept it alive through the centuries, and the jet set revived it. Now it has exploded into one of America's favorite pastimes. I am talking, of course, about backgammon, a game whose appeal is not at all hard to explain.

First, unlike chess and bridge, backgammon is easily learned. The rules are few and simple and can be grasped in an hour. When I taught Muhammad Ali to play, after only 20 minutes of instruction he challenged me to a title match, saying, "When I beat you at your game, you're gonna have to spend three minutes with me doing what I'm the world champion of." (I adroitly avoided the confrontation.)

Second, the goal of backgammon is clear and concise; nothing is hidden. The board can be looked upon as a U-shaped race track, divided into four equal sections containing six pips, or points, of alternating colors in each section. To begin the game, each player casts a single die, and the player with the highest number rolls two dice and moves first, traveling in a clockwise direction around the board. The other player then casts his dice and moves his pieces in a counterclockwise direction. Backgammon is basically a race. The first player to move all fifteen of his men around the board into the last section, called the home board, now begins to take his men off the board. The winner is the

first player to remove all his men in accordance with the numbers on the dice.

Third, it happens quite frequently that a beginner topples an expert (my reason for declining Ali's challenge). There is a high percentage of luck in any game played with dice. Most experts agree that backgammon is 80 percent luck and 20 percent skill. The skillful player will, however, win in the long haul.

Fourth, good old American ingenuity invented backgammon's so-called doubling cube in the early 1920s, and with it came some fascinating complexities, particularly in the gambling possibilities. If it walks, crawls, swims, or flies, an American will bet on it. Few can resist wagering on a game that has the excitement, luck, and skill of bridge, poker, chess, and craps combined.

Fifth, everyone and anyone can play; and can learn to play in practically no time at all. Backgammon clubs have sprung up in nearly every city and town in the U.S. It's played by Israeli soldiers killing time in their bunkers, on yachts anchored off the French Riviera, on the nude beaches of Mikonos, in the gaming houses of London and the casinos of Monte Carlo, and by campers along the banks of the Snake River. The game can, in fact, be played anywhere it's flat enough to set up a board, even under water. (I once played it that way while wearing scuba gear.)

But it is only after a player has gained some experience that he begins to understand the complexities and nuances of this most cunning of all games of chance. By that time it is too late to turn back; no one has yet found a cure for the addiction. □

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(If your club is not listed

please contact the Las Vegas Backgammon Club)

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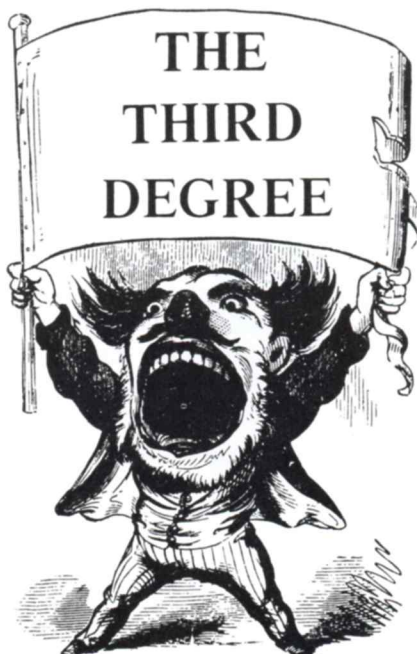
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*ASSOCIATE CLUBS



NOTE: Between issues of the magazine, we receive hundreds of phone calls and letters with questions on anything and everything about backgammon.

The majority of the time the inquiries are routine and the answer is not of general interest. The "Third Degree" section of the magazine has been designed to deal with those questions and answers that are of interest to all of our readers.

In a capsule, it will be a curiosity and forum section. Dave Thompson, noted columnist handicapper, author of *Play Backgammon tonight* and current director of C.C. Community College Casino Management program, has been appointed to oversee this new feature.

We've heard of the Kansil Rule. What is it?

The Kansil Rule, developed by Prince Kansil, director of the Honolulu Backgammon Club, is sometimes used in tournament play instead of the Crawford Rule. It states: "At match-point, the doubling cube is set at 32 (to indicate 3/2) and each game thereafter shall be played for 1½ points. Gammons thus count for 3 points and backgammons for 4½ points."

We heard that the Atlantic City Tournament has been cancelled. Why?

The much heralded Deyong affair is off. Here is the announcement that accompanied the cancellation:

Resorts International regret to announce the cancellation of their proposed backgammon tournament in Atlantic City, October 24-30. It was discovered recently, during legal procedures pertaining to the tournament, that certain aspects of awarding prize money for backgammon might be deemed in contravention of New Jersey legislation. Under such circumstances we had no option but to call off the tournament at once. All deposits received will be returned in full. We apologize for any inconvenience caused to the players, and hope that they will be able to take part in future backgammon events under consideration for our facilities at Paradise Island, Bahamas.

Lewis Deyong, Tournament Director for Resorts International, Inc.

We've heard of a magazine called Games. What of it?

Games is an excellent magazine devoted to all games. Chess, puzzles, board games, etc. There is usually at least one excellent feature on backgammon. The address is P.O. Box 10147, Des Moines, Iowa 50349.

Who are current LVBC officers?

President, Michael Maxakuli; 1st Vice Pres., Alan Jones; 2nd Vice Pres, Mike VanDusen; Sec., Linda Kruegel, and Treas., Dr. Clyde Stroup.

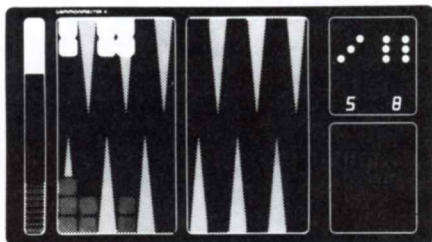
Can any member attend the LVBC board meetings?

Yes. They are held the first Monday of every month at 8 p.m. At that time, any member can propose rule and procedural changes, register complaints or suggest improvements.

NOTE: Time Limit of 45 minutes per match will be imposed in all future LVBC Sunday tournaments.



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THE DOUBLING CUBE



By Robert E. Howayeck, B.S.

Failure to keep the doubling cube in mind at all times can cost you a much desired match and a fistful of capital in money games. The cube is a powerful weapon. A skillful player always knows where the cube is and the mechanics of using it at all times of the game.

I was playing in a 64-player tournament at the Cavendish Club in Boston and made an error in the accepting of a good double and a most definite take. The score was 8-6 my favor in a 9-point match. I had 13 blots exposed with about a

50% probability of being hit. My opponent had only achieved his 5-point in his inner board. It was his roll. He doubled—I declined — an error. Why? At this point of the game with four opponent points open in his inner board. I had little chance to be gammoned because I would probably have made an advanced anchor and then could have conceivably won the game and match with the cube (where it should have been).

The error was not a great financial loss because there was not much difference in the awards of this tournament in the consolation bracket.

The error was sent in a special to the *Boston Globe* as an example of match play vs. non-match play. The gentleman who wrote the article is among the finest backgammon players to be found anywhere, William Robertie.

This led me to some research into the cube for your benefit. When playing backgammon in a tournament the score is the most important factor because achievement and winning the match depends on your ability to reach match-point and game before your opponent.

The more knowledge you have of the cube, the better your chance to do just that. Now some knowledge from noted and qualified experts. With respect to them, this info was put together from their books on backgammon to benefit the backgammon community.

"In games that have contact involved or are positional when you double, you want your opponent to accept."

TIM HOLLAND

"Expect your opponent to have a strong mental attitude."

JOE DWEK

"The greatest number of points lost in backgammon is by refusing doubles that should have been taken."

BARCLAY COOKE

"You should avoid doubling with a trifling advantage for this gives your opponent the ownership of the cube which can be a powerful weapon against you too cheaply. You must have the courage to double when you have a solid lead."

PAUL MAGRIEL

Never expect your opponent to make an error. If he does . . . capitalize on it. If you do . . . he will.



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WHO SAYS THEY'RE THE BEST?

If having \$1,000 to put up for a 3 out 5, seven point, head to head tournament makes you the best, then the following are precious 16 of backgammon. They have agreed to play in the Henry Wattson (World Amateur Championship) promotional hoopla preceding his December affair in Las Vegas. The matches are to be played in various major cities around the country drawing attention to backgammon in general and to the championship in particular. There is a hefty add in this winner-take-all tournament compliments of Mr. Wattson.

The first round match-ups are:



Tom Gilbert vs. Mike Carson in Chicago



Kyle Larson vs. Michael Maxakuli in Las Vegas



Barclay Cooke vs. Jason Lester in New York



Chuck Papazian vs. Oswald Jacoby in Los Angeles



Marie Reynolds vs. Fran Goldfarb in New York



Mel Drapkin vs. Paul Magriel in Boston



Billy Eisenberg vs. Miguel Cervantes in Mexico City



Hugh Sconyers vs. Malcolm Davis in Dallas

We'll crown the King of the Castle in the next issue of the magazine.

PUBLISH OR PERISH

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

MAGAZINE

Backgammon Guide
El Mundo del Backgammon
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W.B.C. News

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BACKGAMMON RULES THE MISSING MAN

By Bob Ciaffone

Occasionally during a backgammon game the players will discover that there are less than the required 30 men in play. A brief search usually locates the missing men and the players request a ruling. What is the proper decision?

In the first place, it is generally accepted that the game must count; otherwise, a player could simply palm a checker and wriggle out of a probable loss. By the same logic, the player with insufficient men should be vulnerable to being gammoned or backgammoned. The question is whether the man remains off the board for the rest of the game or is brought back into play. Backgammon rules have not been sufficiently standardized nationwide to give a uniform answer.

Which is the better procedure?

When the rules allow the missing man back into play, the player with the correct number of men has the option of putting the man on the bar or leaving it out of the game. (To automatically put the man on the bar could be unfair if there were several blots in the opponent's home board to hit when re-entering.)

This rule assumes the player himself is at fault if his own man is missing, but is this realistic? In my directing experience, the opponent is frequently the culprit. In the process of removing a man from the playing surface onto the bar, it somehow gets mislaid or knocked onto the floor. (Please don't ask me how; I only know it happens.) Therefore, it is unfair to assess the full blame on the player who is missing a checker.

My suggestion for handling this

admittedly awkward situation is as follows:

1. If the man was clearly missing from the start of the game, it is put on the point where it belongs so long as there are still two or more men at that point. Otherwise, Rule 2 applies:

2. A missing man remains out of the game until the player with the shortage has one or more of his men on the bar. At that time, he has the option of adding the checker to the men on the bar or having it remain out of the game permanently.

The rules make it much less likely a game will be radically turned around at one stroke when a missing man is found. No one can feel justice has been done when a player who seemed to be winning turns up short a checker, has that man put on the bar, and is suddenly placed in a gammon situation.

EDITORIAL

ARE YOU TOO COOL TO BELONG?

"What happened to the backgammon club in your town?" I asked the visiting player. "I heard it folded for lack of interest."

"Yeah, the promoter just gave up," he replied as he inflicted another gammon on his helpless opponent. "Lost too much dough. Too much work and not enough money."

"But, there are so many outstanding players back there," I said. "I've met at least a half-dozen like you who make a living playing the game."

He looked annoyed. "Yeah, yeah, but the director was a jerk... cut the tournaments too much... charged table fees... even the sandwiches were bad. No percentage in it for a player like myself."

I waited for him to look over a beaverable double. "Were there any refunds for unexpired memberships?"

He rolled a double. "Naw, I don't know. I wasn't a member. No percentage in it for a player like myself."

The preceding is not imaginary dialogue, but actual conversation that forebodes trouble for backgammon in America. It is the "too cool to belong" syndrome. While overworked and underpaid promoters are knocking themselves out to introduce new people to the game, hoards of players resist joining clubs for various self-serving reasons.

It is this so-called "sophisticated player" who refuses his support and dooms the little club to failure. Yet it is this same pro who loiters on the club's fringes and hustles up

games that fill his pockets. It is this worldly non-joiner that makes the biggest scores while maintaining a low backgammon profile.

He expects the club operator to protect his identity and is the first to scream for redress when he gets the occasional, but inevitable, stiff. He doesn't play in weekly tournaments because he has calculated the return to be unfavorable; he of course, sets an example for others who fancy themselves "backgammon hustlers." And soon hardly anyone plays tournaments; at every opportunity, he avoids the clubhouse preferring to play at the pool or at his house (a good policy when one doesn't want a

pigeon exposed to others or one's own skill exposed to kibitzers).

Meanwhile, the promoter wonders what happened to his tournaments and to the old players who used to come to the club. The club director has to excuse the lack of action at the club to potential new members and beg someone to play for a dollar or two with those who are just beginning the game.

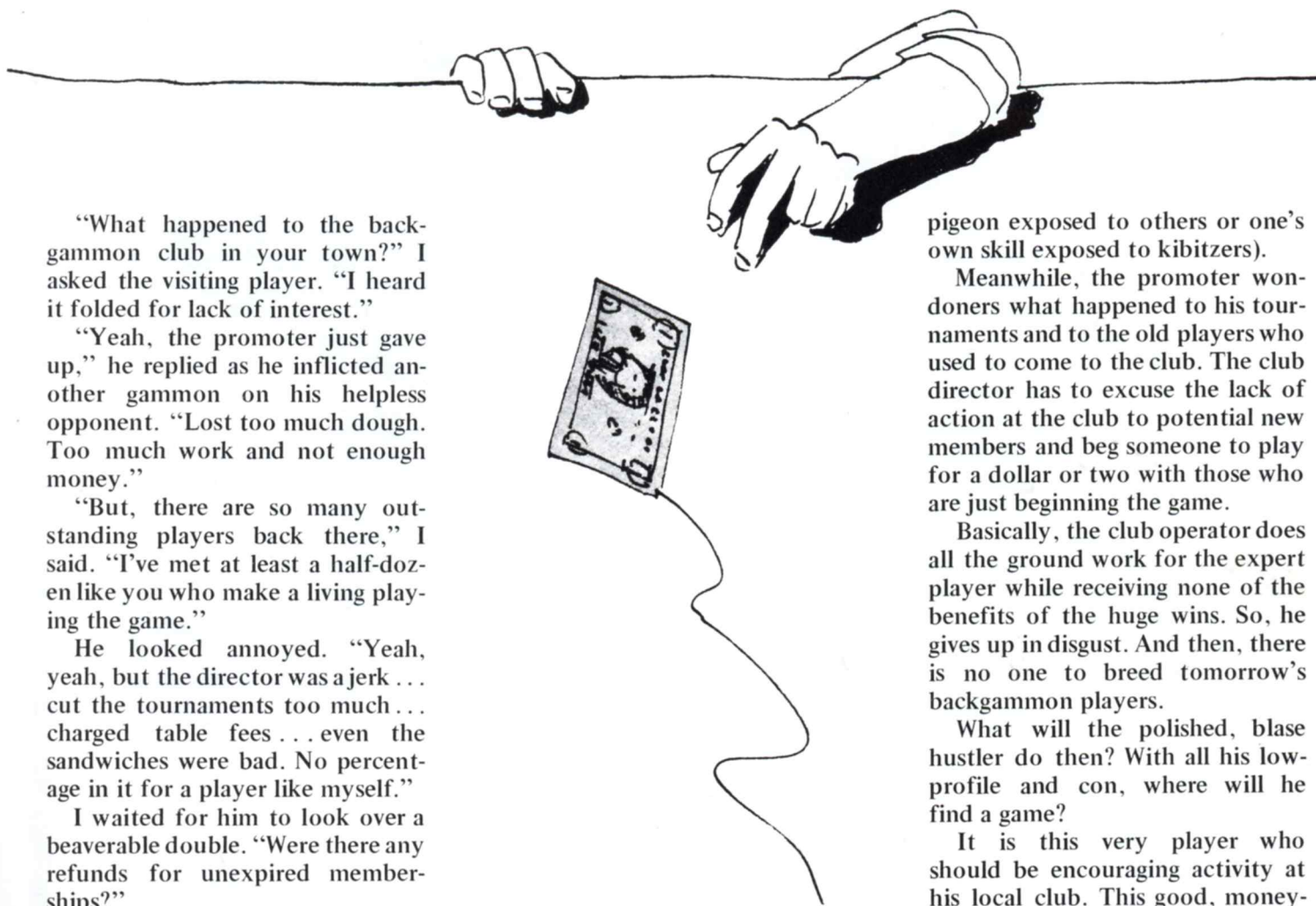
Basically, the club operator does all the ground work for the expert player while receiving none of the benefits of the huge wins. So, he gives up in disgust. And then, there is no one to breed tomorrow's backgammon players.

What will the polished, blase hustler do then? With all his low-profile and con, where will he find a game?

It is this very player who should be encouraging activity at his local club. This good, money-making player should, at the very least, feign enthusiasm for his local club and the small weekly tournament. In the long-run, it is to his benefit to encourage activity around a regional club so that he can insure himself a future income.

The benefits that backgammon clubs offer far outweigh the drawbacks that a calculating hustler perceives. Don't outsmart yourselves. Don't be "TOO COOL TO BELONG." Join, support and participate in your local backgammon club and encourage other to do the same.

But we don't expect the sharpie to heed our advice. After all, there is no percentage in it for a player like himself!





NOV

*With the very best of wishes
for the Holidays
and for a Happy New Year*

LAS VEGAS BACKGAMMON CLUB

LETTERS FROM READERS



Dear Editor:

Your September issue was outstanding in design and content. The photographs throughout were excellent and Alan Jones deserves commendation for them. I also observed the feud between Joe Dwek and the LVBC with amused fascination. The point behind the CBS 60 Minutes sour grapes is apparently what politics determines "a faceless backgammon non-entity," a condescendingly frank choice of words coming from the camp of the so-called backgammon elite.

Naturally, like many of your readers I'm sure, I wondered why Dwek would bother to insult you (presuming that was his intention) by vulgarly drawing your attention to a random 'typo' in his post script. The steamy editorial remarks that followed could only refer to some intimately antagonistic encounter. As for the British "tendency toward psychopathic elitism . . ." I have found effete snobbery among all races and castes of backgammon enthusiasts. The interests of good taste, however, are better served if such personal acrimony is deleted from the backgammon arena.

Nevertheless, this issue represents a fine effort as well as setting an excellent standard for a backgammon magazine with sex appeal.

NICK MAFFEO, Director
Pacific Backgammon Assn.

Dear Editor:

Don't you know that magazines such as yours are not supposed to show pictures of girls that are actually sexy? I refer to your photo of the lovely cover girl in your last issue. Don't you know that such a picture can stir up certain emotions that are unhealthy for backgammon players?

Richard Carlson,
Cicero, Illinois

P.S. What is her
name and number?

EDITOR'S NOTE: Having tested similar products, we assure you that the cover girl will not be injurious to your backgammon vigor. Our very healthy cover girl is the stunning PEGGY KUBENA, a lovely person, a first-class dancer in the Stardust "Lido" show and fortunately, a backgammon enthusiast. As for her number, it has been our policy to hide it somewhere in the graphics on the cover. Don't strain yourself looking for it!

Dear Max and Linda.

The Official Las Vegas Backgammon Rules for tournament play are agreeable to us except in one area. You allow an option when there is a man missing from the board of the person with the correct number of men either having the man remain off or being put on the bar. This option assumes the "guilt" for the missing man to rest with the player who is missing that man; frequently it is the OPPONENT who is at fault (as when supposedly putting his opponent on the bar) and so I don't like to give him an option. We would rather just leave the man off the board.

I definitely want the Cavendish North Backgammon Club to be affiliated with the Las Vegas Backgammon Club. You may list us

that way, consider your rules endorsed by us, and we will fulfill whatever responsibilities that are implied with that relationship.

BOB CIAFFONE
Cavendish No. Backgammon Club
Southfield, Michigan

EDITOR'S NOTE: The Las Vegas Backgammon Magazine staff sat down to a long review session and agreed that Bob Ciaffone was right! Rule 28 in the Official Las Vegas Backgammon Club Rules will be changed in the future to reflect the "no guilt" position.

see pg. 8

Dear Mr. Maxakuli:

First off let me thank you for your current issue of the LVBC magazine. Congratulations on another outstanding issue. The present director of the Pacific Backgammon Association and I were talking the other day and we agreed that you have the foremost Backgammon magazine available. I enjoyed reading about our association under the New Las Vegas Backgammon Associates section, however, we are now operating out of the Hardy House, 442 Flint St., in Reno on Thursday nights at 7 pm. We're starting to feel like nomads.

Jim Roderick and myself were planning to visit Las Vegas in December and we would feel honored to act as referees for the Plimpton Cup should such a need exist. At any rate, we are anxious to meet you and check out your meeting place.

BILL O'BRIEN, Director
No. Nev. Backgammon Assn.

The L.V.B.C. NEWSMAGAZINE is published bimonthly by the LAS VEGAS BACKGAMMON CLUB, Inc. 9457 Las Vegas Blvd. So. #58, Las Vegas, Nevada 89119 (702) 361-3910. All articles must be submitted no later than publishing month.

BACKGAMMON BITS



... BILL and DIANE MAXACOU-LIS, N.Y. members, in town for 2 weeks of debauchery ... Our very favorite JOANNE IPPOLITO, director of the New Orleans Backgammon Club, in Las Vegas with her husband, presented the LVBC with an award of appreciation for its help in promoting backgammon in Louisiana ... DR. RICHARD CAMPO in town shortly after confirming that backgammon is hot stuff in New Orleans ... JACK REYNOLDS cowboying it on a ranch somewhere in the wilderness.

GORDON RITHOLZ, do-it-all taxi man ... DR. HARRY SANTRIZOS coming back home—we can hardly wait ... MITCH SHAPIRO, the club's able commercial pilot, flew the LVBC group to a Dodger game. What hot dogs! ... NORMAN LePORE said his goodbyes and moved to Los Angeles ... DR. JULIAN RAINTREE the same but to Lake Tahoe ... BOB and SABA VERNOFF, welcome to Las Vegas ... BARBARA McNAIR and JOHNNY HARRA in for a little B.G.

GARY FORD has quit the casino business to pursue an acting career; watch for him in upcoming VEGAS segments ... You can find NIKI GALE at Caesars Palace managing the elegant TED LAPIDUS shop ... RON KEEHN teaching at UNLV ... ANDREA SLINKER, PETE PETERSON, LOWI KEESE,

LVBC 12

DON and TERRY BELLAK, ALAN JONES, ALAN SCHULZE — where are you? ... EDDIE HATTORI, LINDA KRUEGEL almost placed in the San Francisco Tourney ... Did you know that DON HIATT was once the American Checker Champion? ... CORDOVA HICKS trusted to handle the tempting job of directing the Las Vegas Miss America Pageant ...



JIMMY MATAYA, world renowned billiard player, won the battle of the sexes challenge match held at the Dunes defeating the top female shooter, JEAN BALUSKAS of Brooklyn ... How does SID JACKSON never miss a backgammon affair?



... JODI ZWERNER to Dunes, MIKE VanDUSEN to the D.I., TONY KLONARAKIS to the Trop, NEIL SCARTOZZI to the Maxim, PIERO CONTI to Caesars, BOB LANDREMAN to the Bingo Palace ... Watch Out, Their in Town Department — KIT WOOLSEY, STEFANOV, MICHAEL PICKERT, HUGH SCONYERS, ALAN MARTIN, STEVE



... MARK CALLAS celebrating appointment to entertainment director of Las Vegas World. "Energy," Mark's band, currently holding down the graveyard shift at the Advertiser Club DOROTHY DeFELICE was busy winning in the prestigious Las Vegas Golf Championships while beau JOHN ANDERSON was vacationing in Alaska



... SUZY CREAMCHEESE Bluegrass Backgammon Tournament to Benefit Boys Town was as usual, a huge success. The event is held annually as part of the famous ANITA MADDEN Kentucky affair



... C. J. SCHIFFLER, now with the Las Vegas SUN, wed to DAVID BOYER, back in Las Vegas directing United Mortgage main office

JOE DeNUCCI folded the North Beach Leather Shop here in Las Vegas and went off to a greener store in Atlanta... DR. MICHAEL JONAK announces his new office at 600 Shadow Lane — the best GP in town!... Thank you to DAVID EIG for his weekly backgammon classes for the Las Vegas Recreational Department Youth Activities Program... SUE ENGLUND, what are you doing in Milwaukee?... FULVIA and CARLO have opened a great clothing shop in the Mission Shopping Center. It's called SCIROCCO and features imported Italian fashions.



... MENI MESSOL has opened the grooviest outdoor cafe ever at Mission Center. It's called CAFE MICHELLE... Meanwhile PETE TASIO's new delicatessen is called the BALKAN INN. It's on Paradise Rd. at Flamingo. The food is irresistible



... BOB BAKER and STEVE STORLAZZI co-workers in real estste .



... REX and ELI BRUSH have moved to Regency Towers... MUNCHKIN and CRAIG CHELLSTORP in Arizona for a chess affair... LINDA COOPER promoted to City Editor at *Valley Times*... DANNY CORUZZI announces his welding company made a human cage for us recently that was the hit of the Creamcheese birthday party...



ANDREA WALLER, photographer, joins the *Las Vegas SUN* following Chicago vacation... LEN YELINEK showed us a picture of him kissing a Blarney Stone... NORM HUNTER in LV from Portland reported his club activities. It seems the Portland Club sponsors a semi-pro football team. The team football jersey features a doubling cube on which the players' number is displayed. Imagine backgammon supporting football instead of the other way around... MIKE MAXAKULI did not go anywhere.



The *Las Vegas Backgammon Magazine* is one of the most important reasons to belong to the club. It is now considered the finest publication of its kind and can be found on newsstands all over Las Vegas.

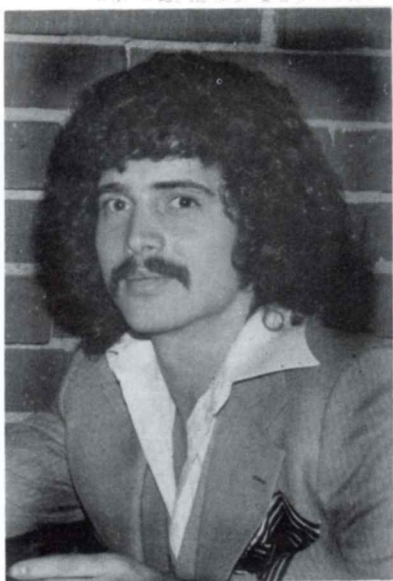
In addition to the magazine, members play at a reduced rate in all LVBC tournaments, are invited to all club parties free of charge, may buy equipment at wholesale costs from the club, get free use of the club facilities at RUMORS (unique in the world), enjoy full access to all the information Las Vegas has on tournaments and players throughout the world, and receive reciprocal benefits from all LVBC associates.

There is no other single better bargain in backgammon than the Las Vegas Backgammon Club. Call (702) 361-3910 to join or renew your membership.

BACKGAMMON FUN FACTS

An Indian legend credits the evolution of backgammon to one of his people, a Sage named Quaflan. The 24-points on the board represent the hours of the day; the 12 points of each half board were the months and zodiac signs; the 30 pieces were the days of the month; the two dice were day and night. The total of 7 spots—then the spots on our bones were the same—on opposite sides of the die represented both the days of the week and the then known planets of the solar system.

from *Games of the World*
by Frederic Grunfeid



PORTLAND'S KING OF BACKGAMMON

By Peter Stansill

NORMAN HUNTER sometimes wears a T-shirt bearing the slogan "Quit Work — And Play Backgammon." But to him this piece of advice is not quite as frivolous as it sounds, because that is precisely what he did some two and a half years ago!

Perhaps the best measure of his success is that he makes a very comfortable living doing it, sometimes winning in one day what most of us have to work 6 months to earn. Not only is he Oregon's one and only backgammon professional, but also, at age 23, almost certainly the youngest pro in the country.

Though he has yet to win one of the big open championships, Norman has already made his mark on Las Vegas, where the "game of kings and the king of games" has become yet another way to win or lose thousands, even tens of thousands, of dollars.

He travels the length and breadth of the country to roll the dice and shuffle the "stones," occasionally venturing as far as Nassau or Mexico City. Currently he is planning a trip to the Virgin Islands later this year for the Caribbean Backgammon Championship and, while down there, may even catch a private floating game aboard Prince Alexis Obolensky's yacht.

Back home in Portland, Nor-LVBC 14

man Hunter is undisputedly, "Mr. Backgammon." His whole life is devoted to playing, teaching and spreading the word through the Oregon Backgammon Players' Association, of which he is founder and president. His latest project is to open a backgammon store downtown.

When I visited Norman in his new Southeast Portland home, he was laying back and taking things easy, having just returned from a hard but profitable 11 days "work" in Las Vegas.

"I just sat around in Caesars Palace and soon a few people decided they wanted to gamble," he said. "I was up playing for 19 hours at a stretch and came away winning \$8,400."

Norman learned backgammon from his grandfather when he was six years old. He maintained an interest in the game through his years at Benson High School, where he was a socially active student and keen athlete. Soon after graduating he became the father of a baby girl, Chastity, now almost five, and, faced with raising her as a single parent, he abandoned his plans for college and got a job.

"I was in the concert promotion business working with Starship Productions, booking national acts all over the Northwest," he told me. "I met a lot of entertainers who played backgammon and I used to play with them. I found I enjoyed it so much that I quit working and started competing in the tournaments. This also allowed me to spend much more time with my daughter, so it worked out fine."

When not travelling on the tournament circuit, Norman devotes most of his time to teaching and coordinating club activities. "It's the ideal game for the Oregon climate since it takes place indoors," he says with the knowing grin of a native Oregonian.

Another project Norman is toying with is to write a book on the game, following in the footsteps of other pros-turned-authors, like his friend, Barclay Cooke, "the father of modern backgammon";

Lewis Deyong, who wrote *Playboy's Book of Backgammon*; and the formidable Paul Magriel, also known as X-22 or The Human Computer, who does a weekly column for the *New York Times* and has written what is probably the definitive book on the game.

The issue of whether backgammon is a game of skill or a game of chance is a favorite debating point among devotees. For one thing, the argument has a bearing on the game's legal status.

Since Oregon state law prohibits gambling, association members simply pool the entry fee for their weekly contests and divide them into prizes. "The Attorney General says it is a grey area," explains Norman. "It seems to me they don't really want to get involved in the question." Just to be on the safe side, the association has every competitor sign a statement promising not to gamble.

Norman insists that skill is the decisive factor. "I would have no more than a five percent edge over any other player in any one game, but if we played five games I would probably win four," he assured me.

"I just look at the board like you look at a map," Norman says of his own style of play. "I have a keen enough awareness of the board so that before my opponent rolls the dice I know what rolls are going to hurt me. I know the pip count at all times and keep a running tab on the positions."

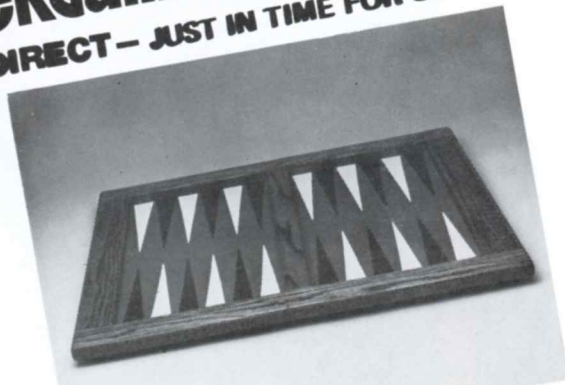
Oregon's master tried to show me what he meant as we sat down to a friendly game on the living room floor. Despite his utmost cooperation over my moves, I was quickly laid waste across the board.

It became immediately clear that, for me at least, this year's World Backgammon Championship in Las Vegas in December, and that \$100,000 in prize money, should remain but a thrilling fantasy. My opponent, of course, says he will be there for sure!



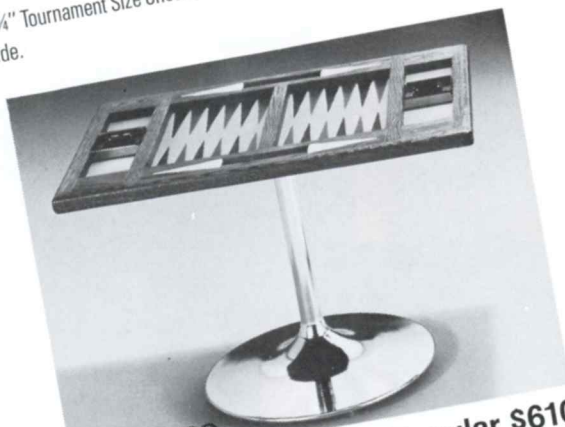
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Sale \$385 • Save \$265 • Regular \$650
36" x 25" x 28" • 1 3/4" Tournament Checkers. The elegance of a provincial French Country estate is captured in this exquisite table. A hand-tooled leather insert easily converts the playing table into an occasional table.

See these fine quality tables, with sample finishes now on display at **RUMORS**

Playing Fields: The playing fields are made of wool billiard cloth in Moroccan Camel with Light Brown and Black top grain leather points.

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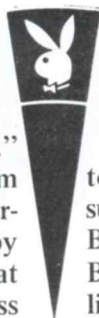
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CHICAGO CUP



BACKGAMMON TOURNAMENT

By Sandy Bingen

"My kind of town, Chicago is ..." my home. Chicago, a precious gem reflected in the waters of glimmering Lake Michigan and warmed by the millions of friendly people that live there. Each and every business beckons to passing visitors to stop to see what is offered. A magnificent setting for the CHICAGO CUP BACKGAMMON TOURNAMENT, sponsored by the Backgammon Club of Chicago at Playboy Towers.

Valerie Valentine, the president of the club, outdid herself! Rock Cornish game hen which sells for \$.99 at my neighborhood butcher, was \$35.00 per person at the black tie dinner. The stuffed mushrooms appetizer could have been a delight to the palate. Henry Wattson was served the only hot appetizer at our table. Before my first bite was finished his graciousness pervaded and he whisked away my cold mushrooms and gave me his which he left untouched. The dessert was vanilla ice cream with a frozen (hard as a rock) peach half which was left by all. The coffee was good but scarce. Vegetables, wine and salad were also served — in that order of palatableness. Our table with Linda Kruegel, Steve Carr, Henry Wattson, Roger Low, Jason Lester and David Groner, was anxious to move on to the Calcutta Auction.

Paul Magriel (a pleasurable second meeting with this outstanding young man) sold for the top bid of \$1,300. He was followed by Chuck Papazion at \$1,100 and Tony Goble at \$1,000. The Calcutta brought in a total of \$14,500.

The tournament was directed by Sid Jackson and was extremely well organized. Sid was THE one man welcoming committee for the Chicago Backgammon Club. His wit and warm personality helped to warm the cold shoulder given the tournament participants by the officers of the CBC.

Several other participants helped to make the tournament enjoyable, such as, (in alphabetical order) Buddy Berke, Vaughn Derderian, Bentley Fender, Tom Gilbert, Phelicia Krakow, Darrell Marcus, Alan Martin and Ida Weil.

Vladimir Dobrich of Canada won the \$2,700 first prize in the Championship Flight. Paul Magriel won second prize. The Championship flight had 64 players at \$200 each. Jeff Mervis of Illinois won the \$750 first prize in the Intermediate flight. The Intermediate flight had 31 players at \$100 each.

"If you've got the money, honey ..." — I'll make it mine!



SANDY BINGEN



BILL DAVIS



STEVE CARR



BENTLEY FENDER



PHELICIA KRAKOW



BARBARA HOUSTON



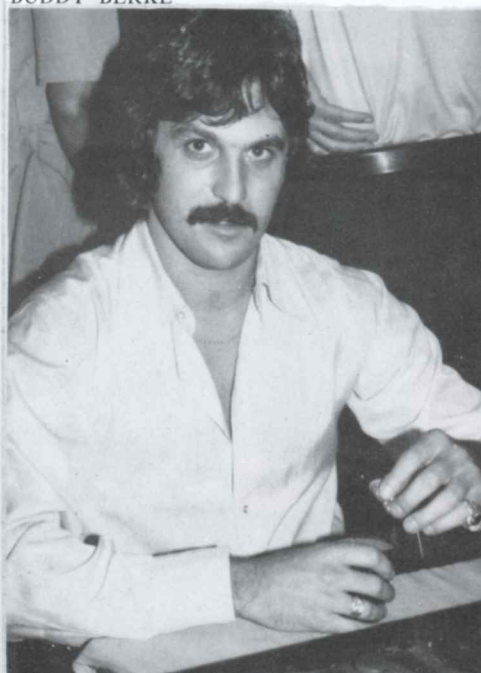
BUDDY BERKE



DARRELL MARCUS



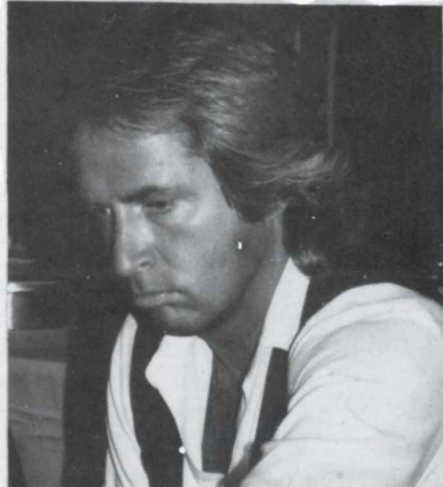
SARGIS SERGES



JEFF MERVIS



SID JACKSON



TONY GOBEL



SANDY BINGEN & LINDA KRUEGEL



PAUL MAGRIEL & VLADIMIR DOBRICH

MEXICO / LAS VEGAS BACKGAMMON CHAMPIONSHIP



LINDA KRUEGEL

TINA CHURA

LEON AMKIE

TEOFILO AMKIE EDUARDO AMKIE

If you don't think backgammon has echelons, you should have seen the Las Vegas/Mexico backgammon tournament held in Las Vegas last month at the Aladdin Hotel/Casino.

So exclusive was this tournament, that even the invitations were numbered. Only the most elite backgammon players from Mexico were invited. They were wined, dined and pampered and given an opportunity to win \$36,000 in a super-private tournament.

The tournament was directed by the Las Vegas Backgammon Club, Carl Glasser, Aladdin junket manager, and special events director, Tina Chura ministered to the needs of the 200 guests with professional competence.

As it turned out, it was the first tournament in our knowledge to be totally operated by female directors. The staff of Reina Scarazzo, Kathy Strong, Denise Roman, and Clarine was co-ordinated by Linda Kruegel. There wasn't a single complaint, error or delay.

The top finalists were:

Championship—1st, Jorge Martinez; 2nd, Luis Basaguren; 3rd, David Cohen, and 4th, Aaron Farca

Consolation — 1st, Leon Amkie, 2nd, Moe Tawil; 3rd, David Stefan, and 4th, Ricardo Manzur.

Mexican representative, Isaac Stevan, delivered the most courteous and responsive group of players we have ever seen. Although we were weary at first, we now believe that this kind of hand-picked tournament is the way of the future. By organizing players of similar backgrounds, a satisfying atmosphere of calm and zest is created. Mish mosh tournaments where players of dissimilar economic and social backgrounds go for each others' throats, might be a relic of the past.

We are looking forward to the next event of its kind.



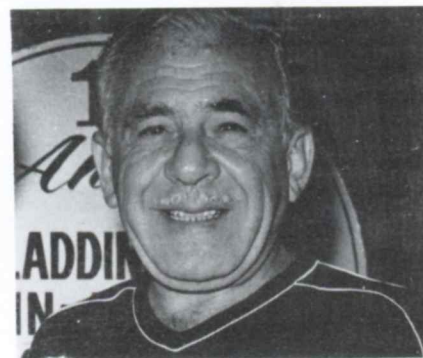
JORGE MARTINEZ



ISAAC STEVAN



DAVID COHEN



MOE TAWIL

Backgammon

by Sonne

A BOARD PENDANT:

Distinctive, balanced design reflected in this miniature 14kt backgammon board. On a 24" gold chain.

CUBE PENDANTS:

B Solid 14kt doubler on an 18" chain. A 5/16" cube.

C Solid 14kt doubler on an 18" chain. A 3/8" cube.

D One half inch 14kt cube on a 24" chain. (Shown with diamond inset.)

All chains 14kt gold.

Items shown actual size.

E TIE PIN: Be doubly sure your tie is in place with our solid 14kt cube pin.

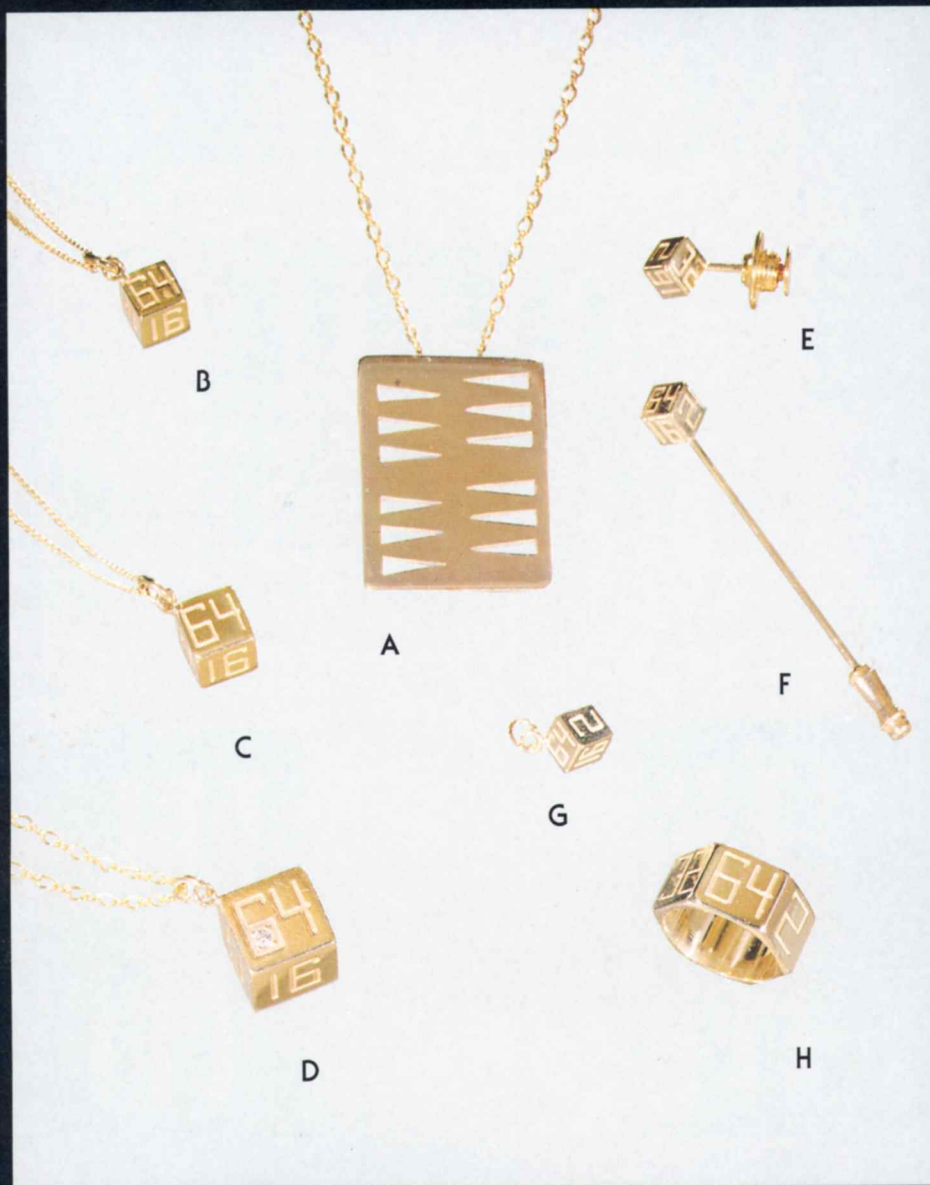
F STICK PIN: Solid 14kt cube and pin.

G A LUCKY CHARM for wrist or neck adornment. Solid 14kt gold.

H HEXAGONAL DOUBLING RING: Contemplate your next double with our 14kt backgammon ring. In half sizes from 3 1/2 to 13.

These designs are available in custom metals and precious stones.

Inquiries welcome.

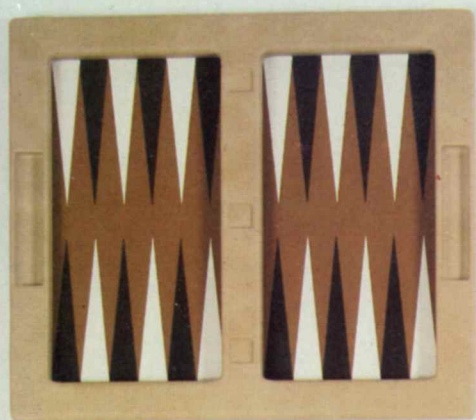


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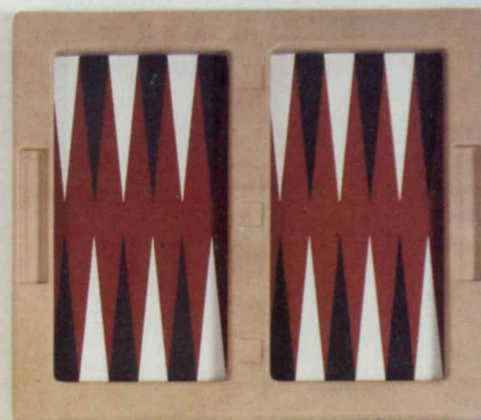
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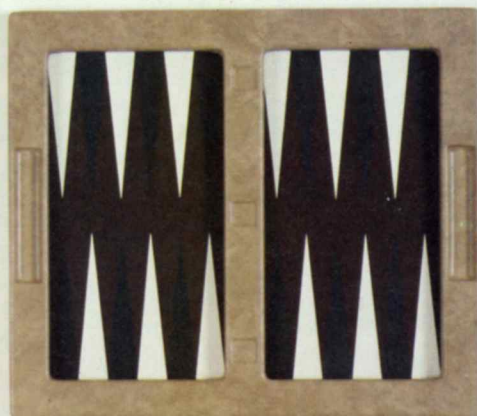
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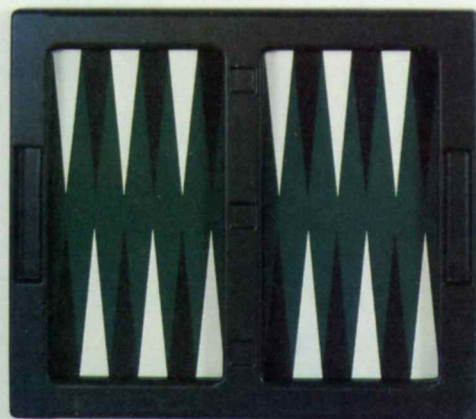
Caramel and gold.



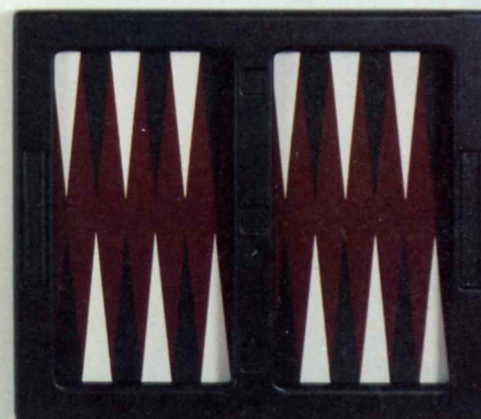
Caramel and copper.



Buckskin and brown.



Black and dark green.



Black and mahogany.

K THE PLAYER'S BOARD

Designed for excellence in play and appearance, the playing surface is cushioned gaming table cloth. This fast, quiet playing surface is extremely wear resistant. A special process colors the pips through the material for an enduring contrast. The surface is Scotchgard® for stain protection.

The perimeter, in soft seamless vinyl, is attractive and long wearing.

Three perimeter and five playing surface colors allow you to select a combination to compliment your interior. Pips are brown and white or black and white.

Included with each set are leather cups, dice, playing pieces, cube, and care instructions.

Color samples available upon request.



The second layer of one-half inch thick glass displays the Player's Board when not in use, freeing the table for a candlelight dinner for two.

J THE GLASS TABLE

The design of the glass table is elegant and functional. The table top measures 30" x 44" with room to accommodate a chouette.

The glass is supported by triple plated chrome tubular legs. Ideal playing height of 29" is standard. Custom heights are available.

The table is easily assembled with accompanying wrench and instructions.

Solid brass legs, bronze or smoked glass, available by custom order.

L, M, N

SOLID BRASS DOUBLING CUBE:
Specify up to 3 initials or 64 on top facet. Perfect for playing, posing, or musing. Three sizes — L, ¾"; M, 1"; N, 1¼".

O LEATHER DICE CUP
with cushioned bottom and sewn trip. Measures 3½" high with 3" diameter.

P THE DELIBERATE DOUBLER: New and ingenious. Arrow points direction of the next important double. Deeply engraved numbers on 1¼" cube.

Q, R THE ULTIMATE GIFT
for the connoisseur of fine pipes and backgammon. Top quality Grecian briar. Faceted and hand inlaid with 14kt gold. Hexagonal Large Bowl (Q) or rounded Prince (R) style.

S KEEP YOUR WINNINGS in style with our sterling silver money clip.

T ACCURATE DICE:
All probabilities are equal using dice accurate to 1/1000ths of an inch. Rounded corners. Specify red, green, or white. ⅝" size.

U KEY CHAIN: An added dimension for your keys. Sturdy and dependable.

W THE WALKING STICK: This ash and brass walking stick is uniquely faceted and engraved with the numbers of the doubling cube.

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A. Board Pend.	\$200
B. 5/16" Cube	125
C. 3/8" Cube	200
D. 1/2" Cube	250
E. Tie Pin	75
F. Stick Pin	75
G. Charm	75
H. Ring	120-310
(Size 3½, \$120, then add \$10 for each ½ size increase up to size 13 @ \$310.) Specify size.	
I. Glass Table	600
K. Player's Board	400
L. 3/4" Cube	*15
M. 1" Cube	*20
N. 1¼" Cube	*30
O. Dice Cups	20/pr.
P. Doubler	6
Q. Pipe, lg. bowl	100
R. Pipe, Prince	100
S. Money Clip	40
T. Accurate Dice	6/pr.
U. Key Chain	12
W. Walking Stick	*55

* Add \$5 for up to 3 initials deeply engraved in these solid brass items.

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- D. 1/2" Cube Pendant (5 pt. diamond, add 100)
- E. Tie Pin
- F. Stick Pin
- G. Charm
- H. Hexagonal Ring, (Size 3½, \$120,
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- J. The Glass Table
- K. The Player's Board

Specify colors:

L. $\frac{3}{4}$ " Brass Cube *initials _____

M. 1" Brass Cube *initials_____

N. 1 1/4" Brass Cube *initials_____

O. Leather Dice Cup

P. Deliberate Doubler

Q. Briar Pipe, Large Bowl style

R. Briar Pipe, Prince style

S. Money Clip

T. Accurate Dice

() pr. Red () pr. Green () pr. white

U. Key Chain

W. Walking Stick *initials_____

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NO LAS VEGAS—EAST



By Dick Odessky

When New Jersey voters first approved casino gaming for Atlantic City, officials in the Garden State made it clear they never would allow their territory to become Las Vegas-East.

However, with moves being made by Nevada casino operators at this time, it appears that almost every casino to be built along the Boardwalk in the foreseeable future will be a transplant from Las Vegas.

Caesars World, corporate owner of Caesars Palace, are hard at construction in order to have their hotel and casino ready for Memorial Day crowds expected next year in Atlantic City.

Bally Manufacturing, builders of most of the slot machines now in use in Nevada casinos, will also transplant their Las Vegas know-how to the Boardwalk for a resort. They have already got Billy Weinberger, former president of Caesars Palace, aboard in the same capacity for their operation.

Other Las Vegas firms that have either acquired land already or are

in the planning stages for New Jersey properties include Hilton, MGM, the Dunes, Del Webb Corp. and even the downtown Golden Nugget. By the time this column appears, there is a distinct possibility that the number will have grown.

The Nevada operators might find the New Jersey rules and regulations on gaming to be far different from those they have known for so long. However, with the difficulties that New Jersey has been having in getting their game plan in order, they might go to the Nevadans for some of their expertise before finalizing anything.

Those firms already in Nevada have another major stumbling block to overcome before they can spread their tables and slot machines on the shores of the Atlantic Ocean. Nevada law states that a gaming licensee in that state must have approval from state gaming authorities before they may operate in any other jurisdiction.

The law is quite specific in stating that the foreign area must have gaming regulations that meet with the approval of Nevada's gaming officials. As well, the law says that Nevada authorities must be satisfied with the enforcement of those laws.

In the case of New Jersey's gaming enforcement, they haven't had any track record on which the Nevada gamers can render a decision. However, it is anticipated that the Nevada licensees will probably be given approval to operate in both the East and West. There might be some heated debates on the matter, but it should work out well. If not, there could be some choice Boardwalk property up for sale at mighty low prices.

Any concern anyone might have had with regard to New Jersey gaming cutting into the Nevada ac-

tion can already be laid to rest. While the casino operated by Resorts International has been turning in astronomical profit figures for their table games and slot machines Nevada has been plodding along through another record year.

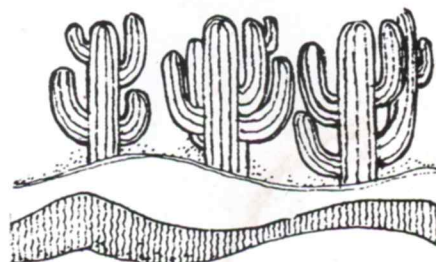
Some of the casinos in the Reno and Lake Tahoe areas of the state might wind up showing lesser gains than those in Las Vegas. But, the cause is certainly not competition from New Jersey. At least half a dozen new major casinos have opened in Reno this year, spreading the gambling dollars much thinner than ever before.

In Las Vegas, casino owners like the idea of gaming being legal in New Jersey. The quality of the area is such that there is little concern of Atlantic City being actual competition for at least 20 years.

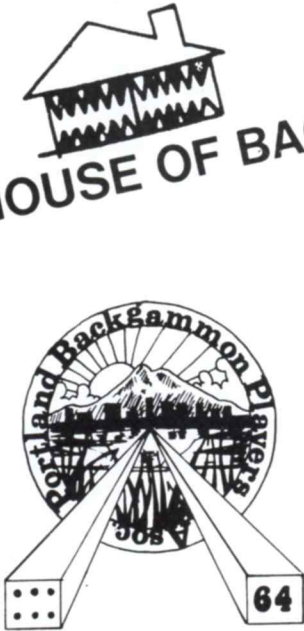
However, the Boardwalk gaming will introduce casino action to a great number of the 50 million residents living within a couple of hundred miles of Atlantic City.

Those first time gamers will probably return three or four times to the New Jersey resort scene. However, when they want a full-blown gaming vacation, they will be heading for the glamour and excitement that have made Las Vegas the fun capitol of the world.

EDITOR'S NOTE: Dick Odessky is recognized as Nevada's foremost observer of the multi-billion dollar gaming industry. His columns in the respected Valley Times newspaper of Las Vegas are regularly followed with great interest by Strip hotel executives, casino managers, and state gaming commissioners. We are happy to have Mr. Odessky with us in this issue.



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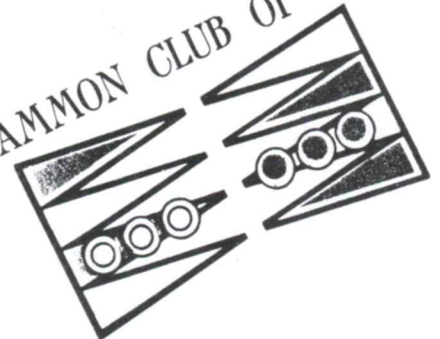


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Hawaii Backgammon Players Association

ATLANTA BACKGAMMON SOCIETY

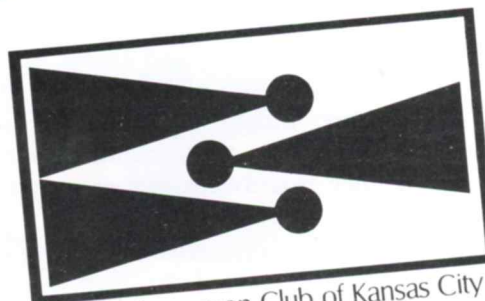


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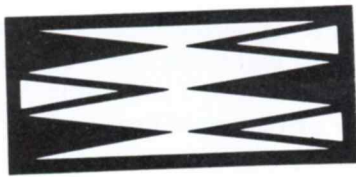
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The Backgammon Club of Kansas City



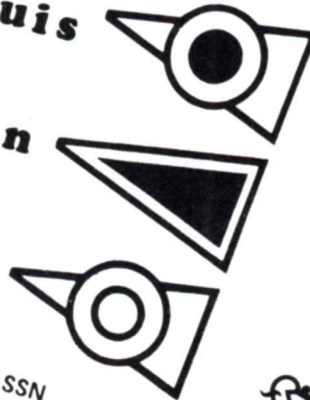
HOOSIER BACKGAMMON CLUB



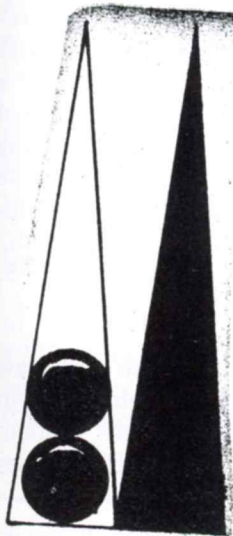
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BACKGAMMON WIZARD



SAGITTARIUS (Nov. 22 - Dec. 21) – Mars enters your solar house after the first and promises excitement and changes in your life. You aspire to achieve your personal ambitions and now would be a favorable time to play in tournaments. Point your arrow of ambition sky high without faltering or compromising. Lucky days: 3, 7, 11, 30. Lucky numbers: All Aces.

CAPRICORN (Dec. 22 - Jan. 19) – There will be a tendency for you to want to shy away from this world. An organized group may pressure you for a long term commitment, which you must resist, at least until you have adequate time to think it over. You prefer to break away from current commitments as you look upon them as mistakes that are now costing you your personal freedom. Lucky days: 4, 5, 14, 25, 29. Lucky numbers: frequent byes, easy parrings in tournaments.

AQUARIUS (Jan. 20 - Feb. 18) – Partnerships may be working against your financial interests while your attention is diverted away from the action. Straighten out any loose controls over important money matters. If you play in chouettes, avoid a partner in the box, as he or she may provoke ill fated decisions. Likewise, don't wonder far from a game in progress, lest a steaming chouette take or give a bad double for you vs the box. Lucky days: 7, 11, 26, 30. Lucky numbers: 5-4, 6-3.

PISCES (Feb. 19 - Mar. 30) – An abundance of energy is indicated for career matters this month. Direct your ambition and physical workloads in a cooperative way. There will be a tendency for friction to develop from another's sensitivity to your drives. Gambling matters are especially vulnerable now so concentrate on more aesthetic aspects of your hobby. Lucky days: 5, 9, 10, 18, 28. Lucky numbers: 6-6 and 4-4.

ARIES (Mar. 21 - Apr. 19) – You feel rambunctious this month and want to experience life with renewed vitality. After the 3rd, Mercury's transit of Sagittarius has you daydreaming of far away places. Satisfy that wonderlust and travel to a new city. You will find it educational and releasing even if it's only for a short period. Lucky days: 3, 7, 11, 16, 21, 30. Lucky numbers: all 3's.

TAURUS (Apr. 20 - May 20) – Personal relationships will be a challenge to you and may become uneasy if you fail to understand the test they will put you through. After the 26th, Mercury and Jupiter turn

retrograde. This may affect you in an insecure way. Avoid any hasty commitments and don't take any action based on rumors. They will more than likely be false. Any private gambling dealings are fraught with the usual perils if you fail to judge your opponent's character accurately. Lucky days: 5, 9, 13, 14, 18. Lucky numbers: 5-3, 6-1.

GEMINI (May 21 - June 20) – Others view you as an active socializer, but you convey your emotions sincerely and readily. After the 26th, you'll tighten up and become more discriminating among those you allow into your confidence. Legal matters are not favored at this time and should be postponed until you have a clearer perspective of them. Lucky days: 7, 11, 16, 21. Lucky numbers: 2-2, 3-2.

CANCER (June 21 - July 22) – Social concerns that you have diminish while career relationships increase in importance. There is a tendency for you to assert your authority and behave in a presumptuous and indignant manner when things don't go your way. During this period, avoid chouetting as your temperament is not very tolerant. You may disappoint those you feel close to if you don't make a special effort to consider their feelings. Lucky days: 1, 9, 14, 18, 19, 23. Lucky numbers: 6-4.

LEO (July 23 - Aug. 23) – Family matters may become a hassle, but are likely to improve after the 29th when Venus turns direct and affectionate relations can resume. You may "hide out" to avoid problems at home, but this is better than facing a confrontation that will leave long-lasting emotional scars. Instead, utilize this time by implementing some creative notions you've been planning while away from home. Backgammon action provides comfortable recreation throughout the month. Lucky days: 3, 11, 16, 21, 30. Lucky numbers: 5-5, and 4-1.

VIRGO (Aug. 23 - Sept. 22) – You tend to withdraw from situations that may force your feelings out in the open. A natural reserve is your innate tendency Virgo, but usually you can laugh off troubles

with your excellent sarcastic wit. Instead domestic entanglement take precedence on your list of priorities and you shy away from responsibility. A renewed interest in backgammon and extraverted activity is likely around the Full Moon when you contract another's contagious enthusiasm. Lucky days: 5, 13, 14, 19, 23, 23, 18. Lucky numbers: 2, 1.

THE SCENE



Steadily but subtly, like a strategic Backgammon move, the Las Vegas entertainment scene is shifting from the old Middle-of-the-Road headliner Strip status to today's contemporary recording sounds.

Leading the glittering high-rise casino-hotel's to the ever-so-changing show policy is the Aladdin Hotel with its plush 7,500-seat Theatre for the Performing Arts which has showcased such pop superstars as Neil Diamond, Yes, and The Commodores.

Built two years ago at an estimated \$12-million cost, the modern facility is now guided by the triumverate booking team of Nancy Engler, Gerald Graham and Dick Francisco.

After a relatively slow summer of rock concerts compared to 1977's blockbuster roster of talent signed by controversial promoter Gary Naseef, November plans to

be a breakout month of dates with the return of Jethro Tull with Uriah Heep, The Commodores and Kenny Loggins.

Naseef racked up \$4-million worth of numerous SRO dates with such stars as Alice Cooper, Fleetwood Mac and Peter Frampton.

Even the remodeled Bagdad Theatre has gone pop-contemporary with the likes of Frankie Valli, Roberta Flack, Paul Williams, Aretha Franklin and Anne Murray in the 800-capacity room.

The minimum's have ranged from \$8-\$12 for the major concerts while the Bagdad Showroom attractions have started at \$12.50 upwards.

Meanwhile, The MGM Grand, The Riviera and Las Vegas Hilton Hotels have closely followed The Aladdin's Top 40 flagship leadership course, but with higher minimums.

Entertainment Boss Bernie Rothkoph at The Grand has just signed both Natalie Cole and Donna Summer, former SRO attractions at The Hilton, for future dates in the 1,200-seat Celebrity Room.

Other contemporary acts who have played The MGM include Gordon Lightfoot, Captain & Tennille and Mac Davis. The rest of The Grand line-up is MOR with Englebert Humperdinck, Dean Martin and Rich Little.

Ed Torres, Riviera show biz booker, has spotlighted the hot talents of Barry Manilow, Olivia Newton-John and Steve Martin at

The Versailles Showroom as well as Glenn Campbell, Kenny Rogers and Neil Sedaka.

The Riviera Hotel has scored impressive house records with their enlightened teaming of currently hot recording and TV stars as evidenced by off-beat comedian Steve Martin and Bernadette Peters.

Arista Records' Barry Manilow's engagement sold out weeks in advance with the pairing of Newton-John and Rogers making as an impressive hotel record.

John Davidson, Helen Reddy and Tina Turner have appeared on the massive Hilton stage which for years was the homebase of Elvis Presley seating nearly 2,000 people.

What has been the major concern for most Strip hotels in offering the newer named acts of course is the bankability of their gaming impact: can the contemporary pop sounds pull in the high-rollers?

Slowly but surely, the young-adult audience is naturally replacing the older generation dollar group, as Caesars Palace has found out with the talents of Paul Anka, Ann-Margret and Ramsey Lewis.

And that is their major concern — to build for the future with these newer names and acts, instead of continually going with much-respected but none-the-less not-as-popular stars.

So, the immediate results are in that today's sounds are making headway here with the locals, tourists and entertainment buyers as The Strip catches up with contemporary pop.

(Continued)



BACKGAMMON WIZARD

SCORPIO (Oct. 24 - Nov. 21) — Discipline in money management is called for this month. Personal goals are given emphasis now that Mars enters Sagittarius. Mars also provides initiative for you to capitalize on your personal resources throughout the month. Lucky days: 1, 9, 18, 23, 29. Lucky numbers: 4-2.

LIBRA (Sept. 23 - Oct. 23) — Money that you expected from friends or by mail will not be forthcoming. Working alone, especially in chouettes is sound advice to follow, now. Frequent tests of your equanimity can be expected. Breakdowns develop or other hassles may infuriate you, but new career skills or improved capabilities will be the benefit of transits this month. Lucky days: 7, 10, 21, 25, 26. Lucky numbers: 4-3.

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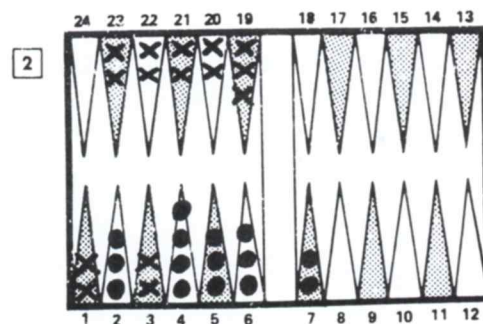
EDDIE'S PROBLEMS

◆ Direction 0 moves

PROBLEM No. 1

O to Play an Ace

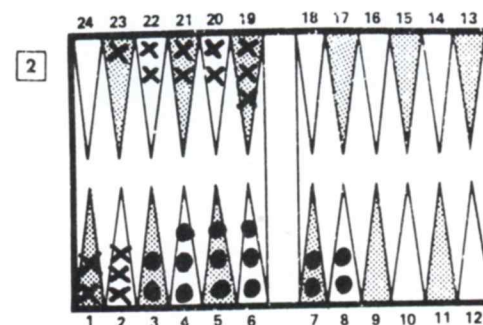
By O moving one man from his 5 point to his four, he now avoids a double shot if he now rolls a 5-4. Also with this move double fours play better. The play of 6-5 looks neater, but rolling any 4's presents further problems.



PROBLEM No. 2

O to Play 4-2

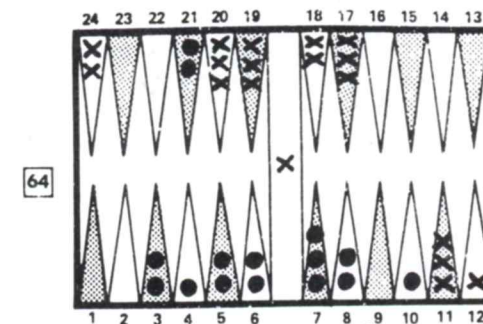
The object here is to defend against a strong ace-deuce back-game. By breaking your bar point with the move 7 to 5 and 7 to 3, you force X off your ace point with any 6, therefore making the bear-off easier.



PROBLEM No. 3

O to Play 2

The correct move here is 7 to 5 because if X hits O on the 4 point this gives O more hits and re-enter numbers. If O is hit he will have 2's, 3's, and 4's to enter and 1's and 6's to hit. By moving 10 to 8, O will duplicate his re-entry and hit numbers.



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THE VALUE OF LUCK AND SKILL

TABLE NO. 1

Total throws of the Dice = 36

THROWS	
1 can be thrown in 11 different ways out of the 36	
2 can be thrown in 12 different ways out of the 36	
3 can be thrown in 14 different ways out of the 36	
4 can be thrown in 15 different ways out of the 36	
5 can be thrown in 15 different ways out of the 36	
6 can be thrown in 17 different ways out of the 36	
7 can be thrown in 6 different ways out of the 36	
8 can be thrown in 6 different ways out of the 36	
9 can be thrown in 5 different ways out of the 36	
10 can be thrown in 3 different ways out of the 36	
11 can be thrown in 2 different ways out of the 36	
12 can be thrown in 3 different ways out of the 36	
15 can be thrown in only 1 way on the dice	
16 can be thrown in only 1 way on the dice	
18 can be thrown in only 1 way on the dice	
20 can be thrown in only 1 way on the dice	
24 can be thrown in only 1 way on the dice	

Now, having learned the chances of making any number, we can easily know the odds against being hit when we have an exposed blot at any given distance from your opponent's men and he is about to throw.

Table No. 2 gives you the exact and the approximate odds against being hit on any point at any distance from your adversary.

TABLE NO. 2

The odds are 25 to 11 or over	2 to 1 against being hit	1 point away
The odds are 24 to 12 or about	2 to 1 against being hit	2 points away
The odds are 22 to 14 or about	3 to 2 against being hit	3 points away
The odds are 21 to 15 or about	7 to 5 against being hit	4 points away
The odds are 21 to 15 or about	7 to 5 against being hit	5 points away
The odds are 19 to 17 or about	even against being hit	6 points away
The odds are 30 to 6 or about	5 to 1 against being hit	7 points away
The odds are 30 to 6 or about	5 to 1 against being hit	8 points away
The odds are 31 to 5 or about	6 to 1 against being hit	9 points away
The odds are 33 to 3 or about	11 to 1 against being hit	10 points away
The odds are 34 to 2 or about	17 to 1 against being hit	11 points away
The odds are 33 to 3 or about	11 to 1 against being hit	12 points away
The odds are 35 to 1	against being hit	15 points away
The odds are 35 to 1	against being hit	16 points away
The odds are 35 to 1	against being hit	18 points away
The odds are 35 to 1	against being hit	20 points away
The odds are 35 to 1	against being hit	24 points away

TABLE NO. 3

The chances are over	2 to 1 against entering a man with only	1 point open
The chances are	5 to 4 you can enter a man with	2 points open
The chances are	3 to 1 you can enter a man with	3 points open
The chances are	8 to 1 you can enter a man with	4 points open
The chances are	35 to 1 you can enter a man with	5 points open

Las Vegas

TOURNAMENT RESULTS

OPEN CLASS

July 30, 1978

1. Craig Chellstorp
2. Gary Ford
3. Reid Vogelmann
3. John Anderson

August 6, 1978

1. Vartan Sarkissian
2. Don Hiatt
3. David Eig
3. Jack Graflund

August 13, 1978

1. Gary Ford
2. Tony Klonarakis
3. Paul VanLaar
3. Pedro Navales

August 20, 1978

1. Wendy
2. Gary Ford
3. Don Hiatt

August 27, 1978

1. Donna Darby
2. Craig Chellstorp
3. Jack Reynolds
3. Arnie Lopez

September 3, 1978

1. Vartan Sarkissian
2. Bob Williams
3. David Eig

September 10, 1978

1. Don Hiatt
2. Harry Brown
3. Mike VanDusen
3. Ed Green

INTERMEDIATE

1. Bobby Schwing
2. Jack Graflund
3. John Fort

1. Ron Karr
2. Bob Williams
3. Elias Yared
3. Dorothy DeFelice

1. Larry Greenfalder
2. Tony Mancari
3. Linda Williams

1. Mitch Sabshon
2. Bob Baker
3. David Hershleder
3. Sandy Geffner

1. Sandy Geffner
2. Tony Mancari
3. Ed Seidner
3. Norm Hunter

1. Steve Storlazzi
2. Robert Tedone
3. Dan Cameron

1. Bob Gromek
2. Lee Horwitz
3. Gordon Ritholz

OPEN CLASS

September 17, 1978

1. Munchkin
2. Ed Green
3. Ron Karr

September 24, 1978

1. Craig Chellstorp
2. Munchkin
3. Jack Reynolds
3. Eddie Hattori

October 1, 1978

1. Eddie Hattori
2. Don Hiatt
3. Eli Brush
3. Craig Chellstorp

October 8, 1978

1. John Anderson
2. Steve Storlazzi
3. Ed Green
3. Munchkin

October 15, 1978

1. Bill Mintz
2. Clarine
3. Jimmy Mataya
3. David Eig

October 22, 1978

1. Jack Reynolds
2. Ed Green
3. David Eig
3. Ron Bleier

October 29, 1978

1. Mike VanDusen
2. Tony Klonarakis
3. Dave Ashley
3. Craig Chellstorp

INTERMEDIATE

1. David Hershleder
2. David Yuhasz
3. Tony Mancari

1. Netta Oder
2. Denver Keen
3. John Fort
3. David Yuhasz

1. Rex Brush
2. Gordon Ritholz
3. Alan Berk
3. David Yuhasz

1. Bob Vernoff
2. Gordon Ritholz
3. Jeff Gussow

1. Harry Rutman
2. Terry Kocher
3. Tony Mancari
3. Bob Vernoff

1. Harry Brown
2. Stuart Michaels
3. David Hershleder

1. Don Naifeh
2. Carlo Kurajica
3. Gordon Ritholz

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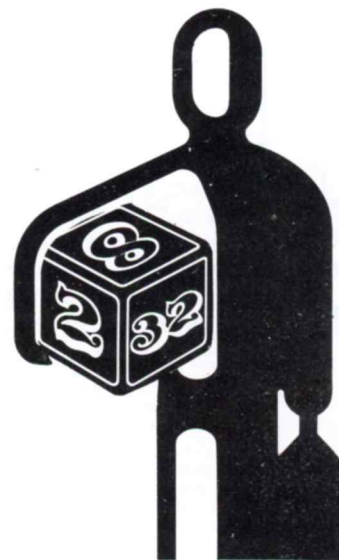
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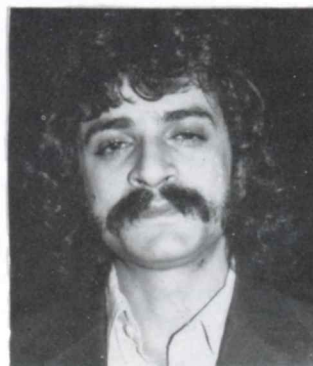
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PAULA PHILLIPS



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PAT KELLEY



ROBERT CARADIEN



IT TAKES ALL KINDS

By Vanity Fair

The variety of ways in which a man or woman, armed with a dice-cup and dice, can sit down before a board and quite unconsciously, perhaps, exasperate or exhaust an adversary, are numerous enough to deserve some mention.

Into the category of Backgammon nuisances the blatant novice does not precisely fit, for while he is an obvious bore to the experienced Backgammoner with whom he insists on playing, he is often a blessing in disguise, a lamb preparing himself for the slaughter, something, one might almost say, handed to you on a silver platter.

But the trying habits of the experienced opponents — who can ably roll their own — are those which have made more than one backgammoner vow never to throw a pair of dice again.

First, there is the lazy player (women are the greatest offenders in this) who sets up the board and arranges the men in as leisurely a fashion as if only one game were to be played every three hours — meanwhile chatting, smoking or drinking, and then at long last, noticing, with a little gurgle of amusement or embarrassment, that her board is set up quite differently from your own, her inner table away from the light.

The slow player is the over-thoughtful one who ponders for long, weary minutes over every possible and probable move-combination of his throw, and takes also into lengthy consideration the chances of your next throw. In a game whose greatest charm is a cer-

tain swift and fluid quality whose only convention is speed, the exaggerated brain-rackings of a slow player are both tedious and out of place.

One of the worst backgammon offenders is the cup rattler. With infantile glee, he grasps his dicebox in his hand, and from the moment your first throw is made to the moment his last man is borne off, he frantically, loudly, and passionately rattles his dice. Nothing can stop him, for the better your throw, the more vigorously he rattles his box, and when he himself is winning, it sounds like the gourds of an entire Havana Rumba band, without, one might add, the exhilarating cadences of those primitive instruments.

There is also the fast shooter. This type of pest never waits until your dice are back in your box to hurl his own upon the table with speed of a machine gun, and his do-or-die expression manages to make you feel as if the destiny of an empire hung upon the cast of his dice. In his painful eagerness to see what that destiny will be, he acts as though he hoped to see, not only double-sixes, but also quadruplets as well.

Again, there is the school-teacher player, who knows just as well as you and I, or his youngest child, that three and two make five, but who, in a raucous and cheery voice, counts out every throw.

Another variation is the point-counter, who, holding his man between a tense thumb and forefinger, loudly taps every point, droning like a bee.

A still noisier player is the one who literally scales his men from point to point, throwing them across the board as if it were a bowling alley, and knocking your men off like nine-pins. This is usually accompanied by a great air of skill and assurance, as though he were the greatest and swiftest backgammoner at the boards.

The cock-dice thrower, who in his enthusiasm for good rolls, throws into your board, into an ash tray, on the floor, or under the piano, is another pest, particularly so, as by some evil (or lucky)

chance, his cocked throw is usually an excellent one, and when he must take it over again, he breaks out into a whole train of laments against his ill luck and bad fortune.

This type quite naturally leads us to the grouser. The board becomes a veritable wailing wall, and after his first bad cast of the dice, he lifts his voice in a pathetic apostrophe to the Gods of Chance.

The grouser is not as bad as the chortler, the player who, running in his luck (and often being a good player besides), gloats pleasantly over all your bad throws, and his almost miraculously good ones.

Even worse than the chortler and the grouser, is the coxer, that pathetic and heart-breaking wooer of Fate, who announces to his box before every throw what sweet sights he would like to see issue from it. Or, holding the box between his two hands in a supplicating and prayerful fashion: "Double sixes!" And when, cursed moment, he actually throws double-sixes, his harassed opponent can think of no better fate for him than boiling in oil!

And now a word about the doublers. It is while doubling that a player can most subtly offend and exasperate all but the wariest and most hard-boiled Backgammoners. For the insolent doubler, who doubles as though he were challenging the personal honor and sportsmanship of his adversary, provokes by his ungracious bravado many a more proud than wise player into accepting a preposterous double. Of course, a seasoned player can neither be bullied nor intimidated into accepting a double which is not justified, so that while here the bad taste of the braggardly I dare-you-to doubler shows more 'psychology' than sportsmanship, the not too intelligent victims of his blackmailing methods deserve little sympathy.

Kibitzers, that well-known group who always cluster about the table like flies about an open honey-pot when a game of any kind is in progress, do not neglect the Backgammon board. They tell you what you must throw to win and, when you

fail to do so, act as though it were because of deliberate disinclination on your part.

They tell you between casts of the dice how very, very badly you played this or that combination, or why you should have taken a chance, or why it be-hooved you to be more conservative — kibitzers being plentifully endowed with hind-sight. From this familiar breed of social nuisance there is no escape. Chouette was invented for those who find it absolutely impossible to refrain from kibitzing.

"The perfect Backgammoner? They play well, they play rapidly, they play quietly; they smile and talk a little and they never complain of their luck. They believe that 'luck' is the just, the inevitable reward of the skillful."

WELCOME NEW MEMBERS

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MICHAEL BROWN
MICHAEL CASEY
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LARRY CROYS DILL
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VIDEO BACKGAMMON BUG

Since Video has become the visual walkie-talkie of the 20th Century, and has great potential as a primary means of communication to open channels of individual, national and international dialogue. The LVBC and John Mendonca would like to start a collection of video tapes on backgammon activities throughout the U.S. We urge all club presidents to submit video tapes on their club so we can edit a master tape which will later be made available to all clubs.

One way to get a video tape is to ask your local TV station to do a story on your backgammon club action for a news special. John hopes to have many backgammon stories available in the next year. For those clubs who don't already own video equipment, John recommends using Beta II Videocassettes. Tapes will also be available on UHS, V-Cord II and 3/4" for those who request them.

The first tape was sent in by Norm Hunter, president of the Oregon Backgammon Players' Assn. which features an interview by Channel 8, KGW, Portland, Oregon, with Norman at their local club.

Let's use the medium of television to bring us all together. Send tapes or any questions on setting up video systems to John Mendonca, c/o Prestige Video Systems, 3280 Spring Mountain Road, Las Vegas, Nevada 89102, phone (702) 731-6004.

WINTER



TOURNAMENTS

DATE	TOURNAMENT	LOCATION	DIRECTOR
Nov. 17 - 21	Remy Martin Caribbean Championships	Virgin Islands	Les Boyd
Nov. 29 - Dec. 2	Hawaiian Open	Kona, Hawaii	
Dec. 1 - 4	Hawaii Grand Masters	Honolulu	Joli Kansil
Dec. 3 - 17	Sagafjord Backgammon Cruise	from Ft. Lauderdale	Alexis Oblensky
Dec. 6 - 10	World Amateur Backgammon Championships	Las Vegas 	Henry Wattson
Dec. 29 - 30	New York Open	New York City	Les Boyd
Jan. 17 - 20	World Championships	Bahamas	Les Boyd
Jan. 24	Viscount Backgammon	Calgary, Canada	Wayne Roberts
Jan. 24- 28	1st Annual Turnberry Isle Gold Cup	Miami	Lewis Deyong
Mar. 2 - 4	3rd Annual Bluegrass Regional	Louisville, Kentucky	Larry Strasberg

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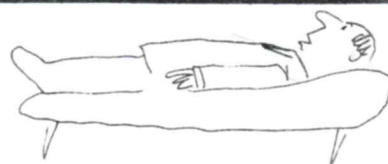
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HAVE YOU SEEN A DOUBLING CUBE, STANDING IN THE SHADOW?



I, Michael Robert Passarelli, Jr., am now within 100 hours of embarking upon a totally new human experience and am taking this time to analyze some of my thoughts. The preparation of the 100 hour non-stop backgammon for Muscular Dystrophy has been a movie script reality with roller-coaster twists that even Hollywood writers have not dreamed up yet.

From the broken promises and distorted phrasing of positions from people trying to tell where they are at to the surprising support and encouragement from people I didn't know cared; and to the unfortunate death and constant postponement of important decisions, it is a minor miracle this thought has survived and is about to live out its use.

The game of backgammon is the second oldest form of game playing known to man (dice being first) and yet its usefulness as a sport of competition which provides an equal opportunity of victory to all participants has been overshadowed by labeling it as a strictly luck game, or a gambler's only game or even just being cool enough for rich people to play. With tournaments in Monte Carlo and Acapulco and Nairobi, it does become a bit difficult for us people who love the game but don't want to strain our finances with the cost of zipping off to Monte Carlo for the weekend, (especially when my phone bill is overdue).

In a country where there are over 40 million players, less than 6% have ever played in a tournament and only a percentage of a percentage point have ever played in a major championship. So where is the champion? Is he that guy in the bermuda shorts with the alligator on his golf shirt, sipping a drink, poolside at Tahoe with Gucci stipes for sideburns? Somehow when I see that image thrown at me, I can't help but think I could whip him in

a fair match. But how does one get a crack at this guy? Me thinks there is an answer — Prove the game of backgammon is for real!

It is my thought that if given the opportunity to play under a circumstance where any person who enters sees his direct finances going to good use and in the process has a chance at prize money and gifts donated by groups who gain by their donations and recipients of the proceeds benefit from the results, then he or she who knows the game would like to test their skills to find out just how good the competition is and thereby take part in a record-breaking experience. But will it work? That is the question.

Those who could help the most have seemed to lean towards 'no,' because they don't want to go out on a limb to support an untested theory and they are filled with "nice idea, Michael" but no help. Yet others who have nothing to gain one way or another have offered help and support because they believe it can be done.

It is through their help that I have continued putting this tournament together with the hopes that it would all work out and now it looks like it will. Starting at 12 noon, under the statehouse rotunda, I played backgammon for 100 hours straight along with other members of the Rhode Island Backgammon Players' Association in an effort to establish several world records that will be submitted to the *Guinness Book of World Records* for consideration. We're also attempting to break a current world record for tournament attendance which stands at 652 for Las Vegas amateur championships during January, 1978 and it can be done.

The tournament concept offers a \$2,500 prize purse donated by Black & White Scotch along with

16 Black & White backgammon boards made by Crisloid of Providence. We also have dinner certificates from Adrian's Restaurant and Pub in Centerdale and Spat's Pub, Le Papillon and other, in the Providence area.

Black & White Scotch has also made two trophies for the top winners and donated other gifts for special prizes such as ladies' award, sr. citizens' and persistency awards.

To play in the tournament one must be at least 18 years of age and never have won \$500 or more in a backgammon tournament after deducting entrance fee. Then, anyone who donates \$10 to Muscular Dystrophy at the Warwick Mall can play the qualifying matches and must win three straight 5-point matches to gain one of the first 64 berths in the Black & White Backgammon for Muscular Dystrophy Tournament.

If you lose, you may try again (at no additional cost) for as long as it takes you to win against three straight opponents.

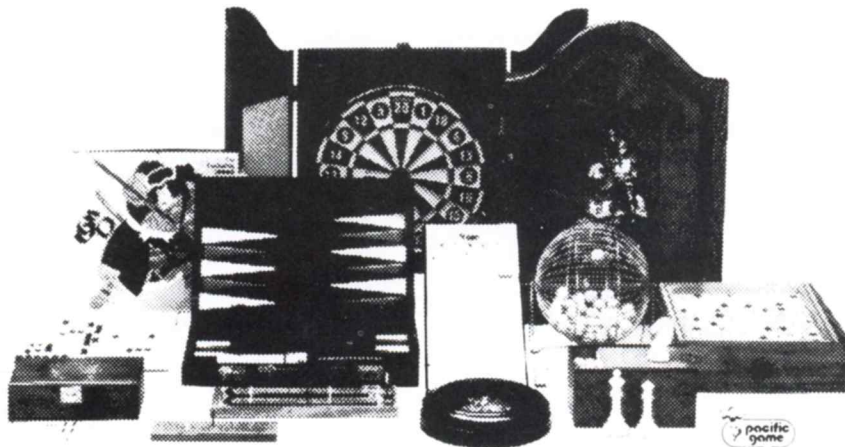
During the 100 hours, we will be playing throughout the state at historical sites, stores, restaurants, park benches, etc., in our effort to establish this "first."

I have a feeling in the pit of my stomach like that of a little boy, clapping his hands vigorously, shouting "Oh boy! Oh boy! Oh Boy! This is gonna be fun!" But there is also an older voice in the back of my head saying, "Boy, you must be nuts!"

After all the soul searching, running around, and expenses that has brought me to within this point, I must say, "Let's do it!" You can't get this far and then turn away. I would like to see Rhode Island enter the record book for a change.

May we all become better humans from the experience of all of us.

We are pleased to announce the Grand Opening of another Game Keeper.



The GAME KEEPER — a zoological park of domestic and imported games. A place where you can find a rare striped Backgammon or see the majestic Chess. Shapely Box games and sly as a fox Strategy games can be observed cavorting with coy puzzles and nubile books. For the more adventurous there are accessories for all games on display in our natural wood habitat. Pets to take home and play.

The Game Keeper

The Meadows Las Vegas



BACKGAMMON A WILL TO WIN By I.C. Dalite

Improving your backgammon game is the most enjoyable head battle you can ever encounter. There are Basic Psychological principles that you have to be aware of before you can effectively improve your game. What are they?

THE DRIVE — Let's classify what a drive is: a drive is a strong stimulus which impels action. Any stimulus can become a drive if it is made strong enough. The stronger the stimulus, the more drive function it possesses. Your own personal drive is the reflective characteristic of your backgammon skill. The stronger this drive, the faster your game will improve.

Let's look at some other psychological factors.

PRACTICE — Practice is putting your time and energy in a concentrated area for the purpose to develop a skill, talent or job. Practice is fundamental to developing any part of the human experience. Speaking, walking, running, learning, skiing, backgammon — anything for that matter!

So now that you have the drive to be a better backgammon player, you need the practice.

Decide on how good you want to be. Develop it in your list of priorities and work from there. You had to decide if you want a good body, right. Then you developed. Now decide if you want to be a good backgammon player and achieve relative to your own human values. Each and every one of us have values, they are all different. They develop and change as we experienced life.

Put backgammon in its proper place but do not fool yourself. If you have responsibilities to your family, children, spouse or job, they come first. Backgammon can be a responsibility as long as it has its place.

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Mike VanDusen	20
John Anderson	20
Jack Reynolds	19

SPECIAL EVENTS

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Due to repeated demands, we are designating THURSDAY nights at 9:00 p.m. as Chouette Night. All those who have asked for it, please show up! In addition to any size chouette (\$1 to \$20), **RUMORS** will provide drink discounts to all participants.

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