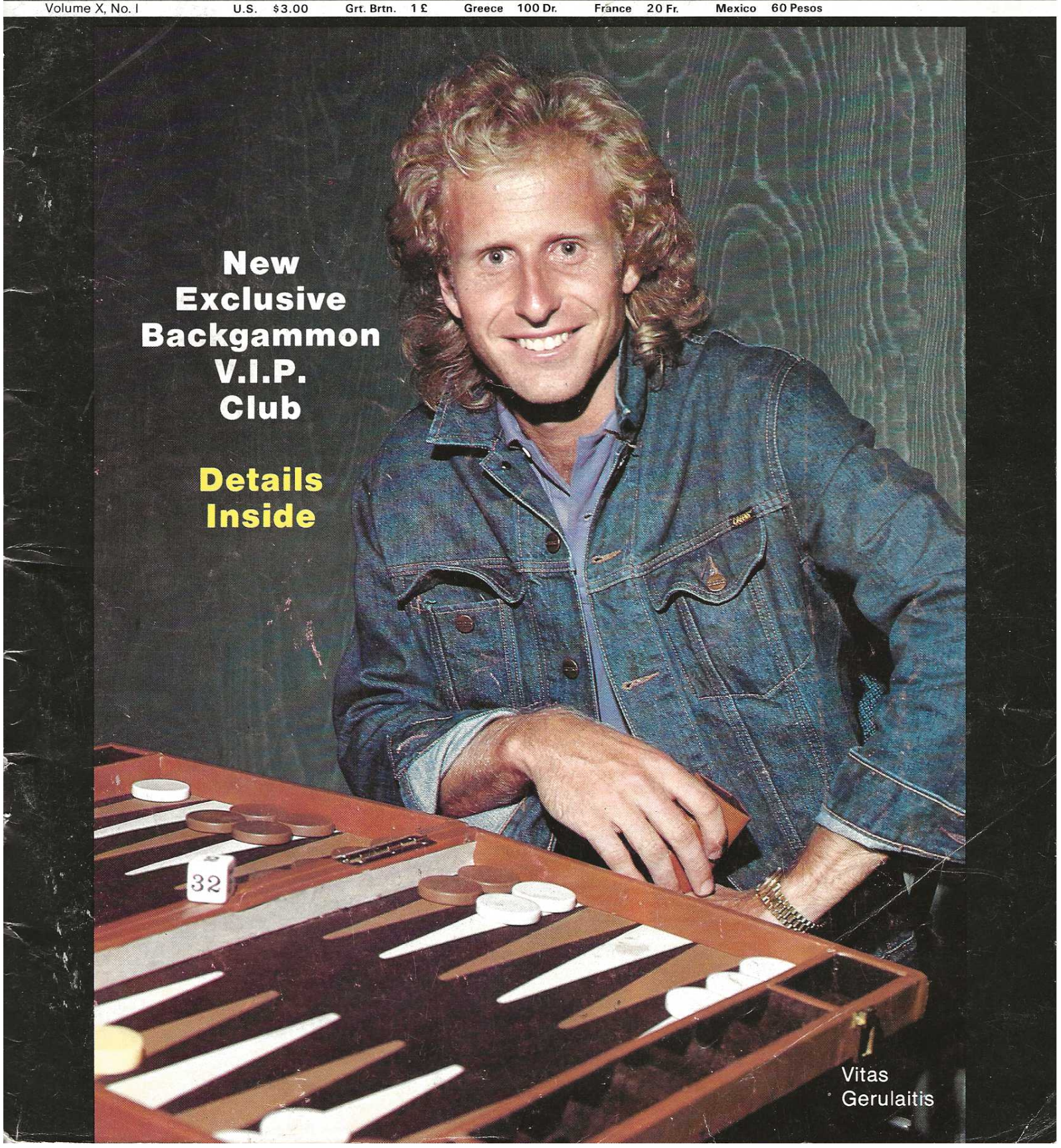
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AN INTERNATIONAL PUBLICATION

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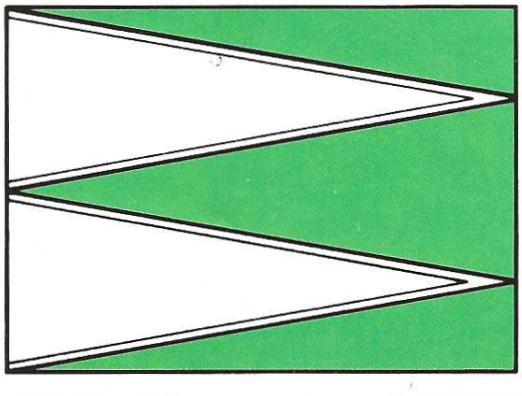
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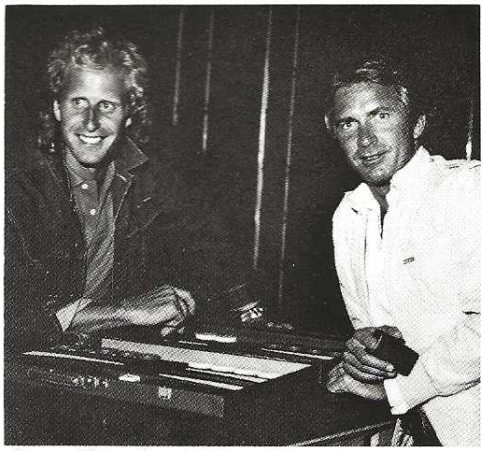
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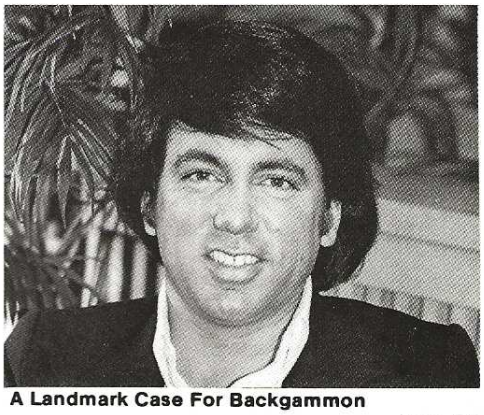
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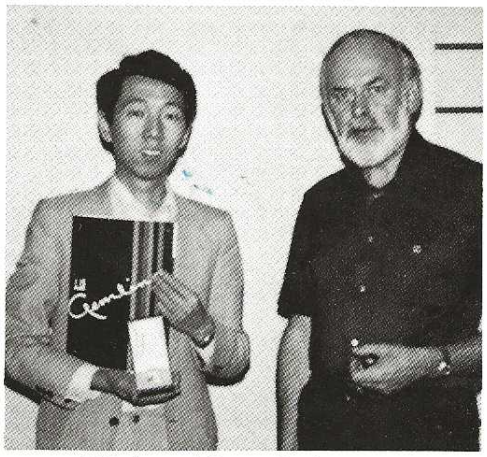
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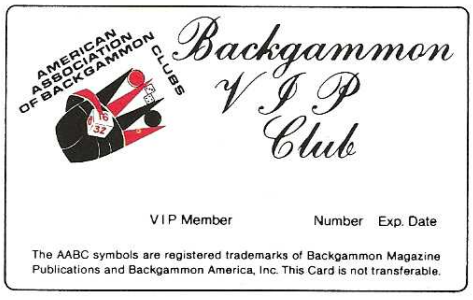
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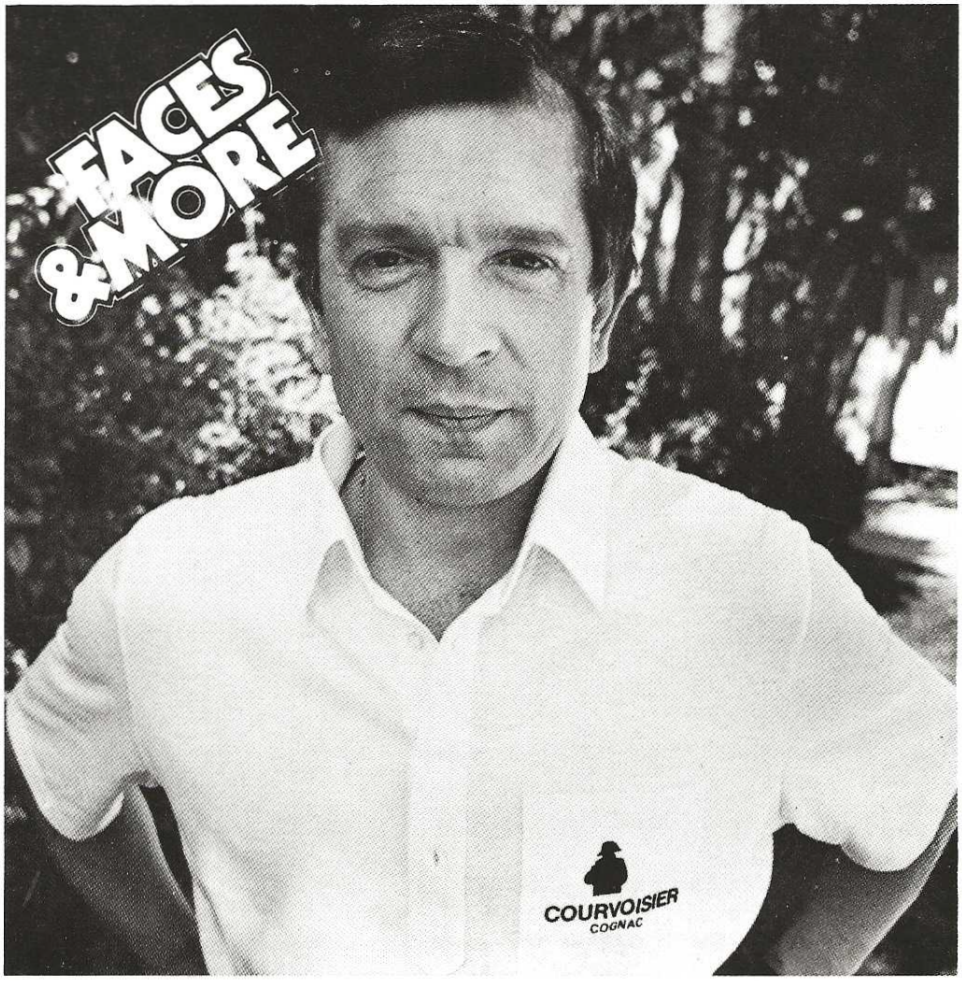


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NIGEL DEMPSTER

Those of you who feared celebrity super stars had deserted backgammon, meet Nigel Dempster. Dempster is to Britain what Rona Barrett is to America. Nigel Dempster is a news-breaking and newsmaking columnist and television personality.

He is near royalty, having married the daughter of the Duke of Leeds.

Dempster, the bon vivant, is a favorite guest of royalty and intimate friend of Princess Margaret. Dempster, the author, is a talented and popular writer whose latest book is topping Britain's best-seller lists.

H.R.H., The Princess Margaret: A Life Unfulfilled is the blockbuster unauthorized biography of Princess Margaret. American booksellers are anticipating similar meteoric sales when Dempster's Princess Margaret story arrives here in May.

Some tidbits: For the 1960 wedding to the Princess, Lord Snowdon's first two choices for best man were nixed because of their homosexual backgrounds; in 1974 the Princess took an overdose of sleeping pills; her eighteen-year marriage to Snowdon was a facade after only six years.

After months of sensational acclaim and non-stop public applause, the weary Dempster yearned for a getaway vacation and some relaxing backgammon.

The Courvoisier Championships, held in the Bahamas and directed by his good friend Lewis Deyong, was just what the doctor ordered.

American players, ignorant of Dempster's fame, were confounded by the excited greeting he received from European players. Of course, world class backgammon attracts pedigree celebrities too. And so, Dempster, the relentless blue blood sniffer, spent most of his free time interviewing the royalty attending the tournament. Yes, we did corner him and ask him the million dollar question — does the Royal Family play backgammon? "I play backgammon and they're my friends," he winked. ☆☆

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Editorial — Backgammon — Dead or Alive

Yes, backgammon as a fad is dead. The chic no longer claim it as their favorite pastime. Swanky magazines don't run feature stories on backgammon players. Fashionable products aren't using backgammon as a prop for their advertising. Mention backgammon nowadays and the average person will tell you that it has gone the way of the hoola hoop.

This is far from the truth. Although backgammon is no longer front-page, it has become an institution.

The ultra-fashionable have rushed off to the next novelty, but millions of serious backgammon players remain.

The twits that ask what happended are the same ones who drove us crazy with the "isn't-backgammon-the-back-of-a-checker-board" routine.

Chip in and help the game we love.

The backgammon craze is now the backgammon establishment. Backgammon is a lot like a Billy Graham crusade. A Graham event draws over a hundred thousand people yet gets no mention in the news. An upstart cultist with a handful of followers, on the other hand, gets a big spread and a shot at the six o'clock news.

Backgammon is no longer interesting to the news media and the fadists because it is commonplace.

Backgammon enthusiasts are now serious about the game, and not looking to impress anybody. No one any longer cares if Prince Chi Chi plays



the game. Players concern themselves with advanced theory and quality competition.

Backgammon is not now voguish but it is permanent and stable.

That is not to say that there aren't certain dangers.

Since the news media has abandoned us it is our job to promote continued interest in the game.

As frustrating as it is to answer beginners' questions, one must take the time out to do so in the interest of backgammon's future.

The many years of free publicity that backgammon received brought thousands of new players and many stayed with the game.

But it wasn't fascination alone that kept them. It was a lot of hard work by the then backgammon leaders who spent thousands of hours instructing and grooming the new enthusiasts.

Those who have done well of late have in fact enjoyed a profit from the investment that early promoters (Roth, Obolensky, Bassman) made.

Today there are few who take the time out to cultivate new players. Agreed, it is a tedious proposition, but necessary work if backgammon is to be kept alive and profitable.

Credit should be given to those who do. The Amateur Backgammon Championships group, for example, muscles its way into the news even spending money to do so. Columnists such as Jerry Nathan, Jeff Ward, Ted Barr, and Michael Kloian not only convince newspapers to accept backgammon, but contribute their work for little or no profit as well.

Then there are the information sages (Jim Pasko, Kent Goulding, Bob Cowley) who can be seen at tournaments lecturing and encouraging small groups of eager novices.

There are others, too, who practice grassroots **promotion** — but not enough. All who fancy themselves backgammon's 400 should inspire and spark newcomers.

Backgammon's continued success and profitability depends on an enduring unified effort of **recruitment.**

Chip in and help the game we love. ☆☆

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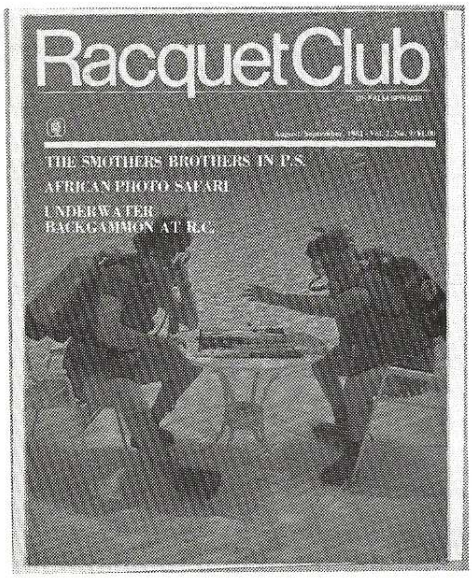
TROPICANA

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TOURNAMENT SCHEDULE

DATE	TOURNAMENT	DIRECTOR	LOCATION	SPONSOR/OPERATOR
April 2-4	Dude Ranch Weekend & Regional Tournament	Dan Caverly (201) 785-1574 Steve Kurzban (516) 541-7730	New York	Backgammon Co-op/ Rocking Horse Ranch
April 4	Spring Open Championships	Rob Roy (203) 755-9749	Waterbury, CT	Connecticut Bg Society
April 17-18	Texas Backgammon Tournament	Frank Lichtenstein (713) 933-3055	Dallas, TX	Executive Inn/TBA
April 23-25	4th Annual NEBC Benefit Children's Hospital	Francesca Parkinson (617) 563-5787	Cambridge, MA	Hyatt Regency/NEBC
April 23-25	30th Annual Indiana Open	Ralph Roberts (317) 872-0892	Indianapolis, IN	Indianapolis Athletic Club/ Hoosier Bg Club
May 2	Memphis Backgammon Open	Bill Draper (901) 525-4611	Memphis, TN	Memphis Chamber of Commerce
May 7-9	European Backgammon Championships	Robert Perry 300 903	St. Tropez, France	Byblos Hotel
May 14-16	Australian Open Backgammon Championships	BCA (02) 387-4494	Sydney, Australia	J & B Scotch
May 16	4th Annual Connecticut State Championship	Rob Roy (203) 755-9749	Waterbury, CT	Connecticut Bg Society
May 28-31	The Chicago Open	Howard Markowitz & Ida Weil (312) 271-8877	Schaumburg, IL	Hyatt Regency/Gammon's
June 4-6	9th Grand Prix of Divonne Added FF 20,000	Roland Jakober 49-01-79	Divonne, France 15 Minutes from Geneva	Divonne Casino
June 18-20	Annual California Open	Sid Jackson (213) 822-2265	Santa Monica, CA	Mirimar Hotel
June 22-27	World Amateur Championship	Henry Wattson (212) 486-1489	Las Vegas, NV	Dunes Hotel
July 5-11	Monte Carlo Tournament	Lewis Deyong 01 352 5400	Monte Carlo	Merit/SBM B & W Scotch
July 17-18	Texas Backgammon Tournament	Frank Lichtenstein (713) 933-3055	Houston, TX	Double Tree Inn/TBA
August 1	Summer Open Championships	Rob Roy (203) 755-9749	Waterbury, CT	Connecticut Bg Society
August 12-15	9th Annual Chicago Cup	Valerie Valentine (312) 782-0142	Chicago, IL	Hyatt Regency

BACKGAMMON IN THE PUBLIC EYE



Underwater backgammon continues to fascinate scuba diving clubs. Fortunately, the Guiness Book of World Records recently refused to categorize it. The lastest group to go with this unexplicable fad is the **California Skin Diving School.** The entry fee to their underwater tournament held at the Racquet Club in Palm Springs was $35. Prizes included "I Survived Underwater Backgammon" T-shirts, trophies and certificates. As a bonus, a "Miss-Underwater Backgammon" contest was held.

The *Boston Herald American* featured the NEBC in a full-page spread. Best quote was by Bill August of the Springfield Bridge Club who said, "Backgammon is a faster, quicker 'high.' The highs in these games are aesthetic highs. Most men play games because it replaces the combative instincts they had when they were younger and able to compete on the playing field, or else people who cannot physically compete but have the mental capacity to compete turn to games. It's what I like to call aesthetic athletics."

The *St. Petersburg Independent* ran a cute story by staff writer Charla Gilb, who claims that backgammon helped her romance along. The romantic ploy holds the reader's interest,while she explains to them how to play backgammon.

Casino & Cabaret, the glossy gaming magazine from Southern California, has gone out of business — but not before they ran an impressive promotion feature by James Gohlke on the **Plimpton Cup.** The quote that caught our eye is not great but it will amuse anyone who has been to Mexico to play. Linda Binkele of Mexico City said that: "Men are slow to pay, especially when they lose to a woman."

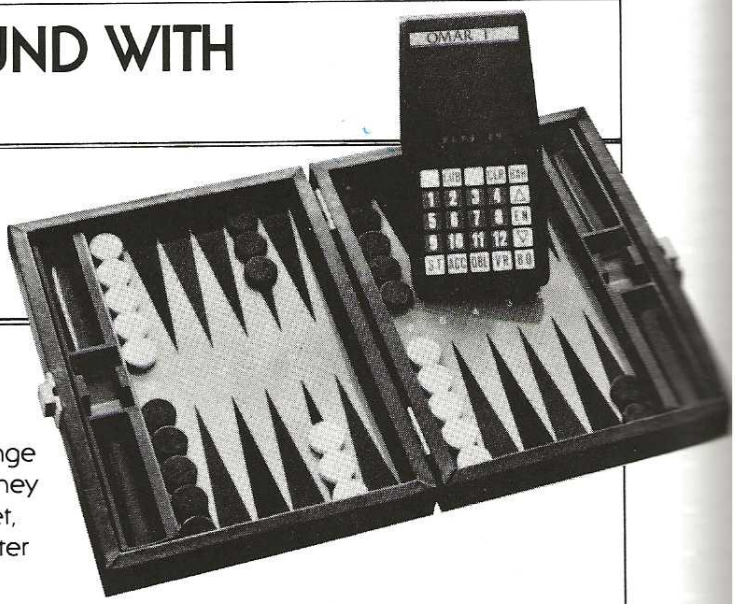


Rob R

The *Hartford Courant* interviewed m bers of the **Connecticut Backga Society** who were holding the annual C necticut Backgammon Championships Southington. The best quote was by C member Joe Longo who said, "When t dice roll the right way, you get the weir feeling that you really made it happen. It wild."

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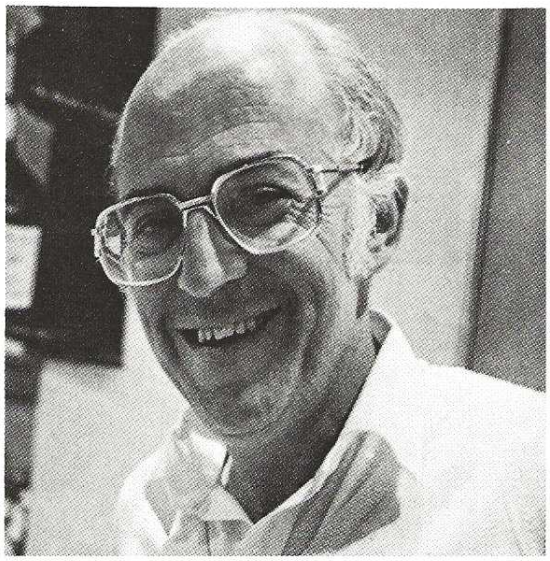
North American BACKGAMMON *Championships*

PARADISE ISLAND, NASSAU, BAHAMAS
January 25th-31st, 1982

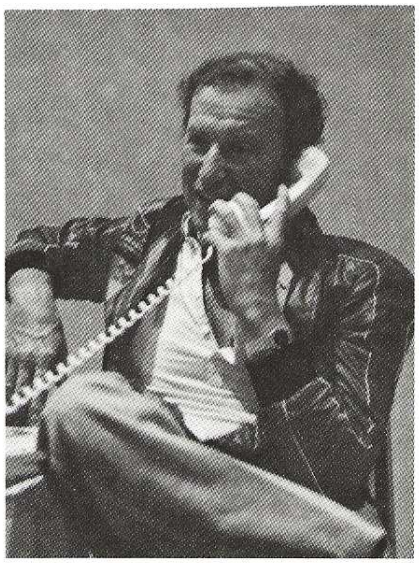
The Bahamas has always been good to backgammon. Way back in 1964, Bahama resorts promoted the first international tournment, and remain enthusiastic about backgammon even today.

Director Lewis Deyong found a good friend for backgammon in Resorts International. Rarely have backgammon players been treated with more cordiality. Seldom has there been more money (including a $100,000 calcutta), glamor, personalities, and activities at a backgammon tournament.

For us the North American Championship was jam-up — Allan "Jam-Up" Hirshhorn, that is. Hirshhorn is the right-hand man to Resorts International boss Jack Davis. Mr. Davis, acting on behalf of Resorts chief executive Jim Crosby, a backgammon officionado and a player of world championship rating, gave "Jam-Up" carte blanche as host for the backgammon tournament. Hirshhorn did not hesitate to deliver. He made backgammon players preferred guests. The utmost in attention and hospitality was extended. He extended to all contestants comfort and convenience. Due to his efficiency in handling guest relations, the tournament proved to be a smooth and harmonious competition. Thank you, Resorts International — but what about Atlantic City?



Lewis Deyong



Jack Davis



THE RESULTS WERE: **Championship** - 1st: Mike Corbett; 2nd: Bill Ellis; 3rd: B. Rand, M. Baquiche; 4th: N. Goldman, P. Gartner, S. Trent, A. Samuels. **Intermediate** - 1st: Mariane Brandstetter; 2nd: A. Saunders; 3rd: Emily Fisher and A. Avramides. **Beginners** - 1st: Medeline Marcos; 2nd: Howie Marcos; 3rd: Alea Lawson and Kathy DeSandre. **Lady's Prize** - Sandy Trent. **Jackpot** - 1st: Paul Magriel; 2nd: Michael Maxakuli.

THE COURVOISIER TEAM EVENT RESULTS ON PAGE 40.



Chip Reese, Terry, Nick Vacchiano



Sue & Les Boyd

LETTERS FROM READERS

EMPIRE STATE SHAKES

Gentlemen,

I realize most backgammon clubs operate on a part-time basis. I play with Empire State, Riverdale, NY. Charles or Barbara will at least answer the phone and give information. Five days of backgammon withdrawal is no fun. There is something to be said of the steady clicking of dice, sort of a baby's lullaby. So when I found myself in New Orleans last October I felt my habit would be taken care of. You can imagine my shock when after calling the New Orleans club for four days, I received no answer!

The situation was repeated in April '81 when we visited Phoenix, Arizona. It was no fun for my husband, a non-player, to roll dice for an hour every night so I could sleep!

Please have the clubs listed with the days/nights they are open for play.

Maxine Cohen
Goldens Bridge, NY

Editors Note: There are over 150 clubs in America. They change officers, telephone numbers, and locations almost daily. It is particularly difficult since most of the clubs are not businesses, but rather social clubs operated by volunteers. It is for this reason that we provide the **hot line** number (702) 454-2403. Next time you need a fix call us.

ONE FRANKFORTER, HEAVY ON THE EXEC!

Dear Michael,

Just a note to update you a few things concerning the Frankfort Backgammon Club. We now have a phone (502) 223-5817 where we can be reached.

I am also interested to know if anyone has ever considered sponsoring a tournament for club presidents and directors. It seems that these dedicated few are often bogged down with player sign-ups, settling disputes, making rulings, and constant interruptions while trying to compete in matches. A directors' tournament is something to consider.

Mike Goddard
Frankfort, KY

Editor's Note: Wattson & Co. are now studying the possibility. Directors' tournaments have been run in the past by Sid Jackson at the California Open.

ONE, HOLD THE EXEC

Dear Max,

Since I am no longer the director of the Georgia Backgammon Assn., could you please run a small notice in your next issue asking the other backgammon clubs to please drop me from their mailing list.

Craig Tyndall
1763 Clairmont Way
Atlanta, GA 30329



COVER GIRL

Dear Backgammon Editor,

I enjoyed last month's magazine cover. Having worked with other magazines in the past, I can imagine the work that was involved in producing such an attractive cover. Who is responsible for the wonderful graphics?

Liz Kokalis
Milwaukee, WI

Editor's Note: Buddy Burke and Joanna York, formerly of Gammon Magazine, were the inspirations for the cover. Both Buddy and Joanna are backgammon enthusiasts who have, for years, spent time and money promoting backgammon.

The cover design, graphics, and separations represent a work of love. Thank you for your help.

KAISER ROLL

Dear Mr. Kaiser,

I would like to take exception to your remark that ". . . calculations of these probabilities are impossible using only classical probability theory." in the Dec. issue of the Backgammon Magazine, pg. 32. I have found a distribution using classical theory that takes into account all of your assumptions except number five.

Assume n to be the match point, (In your example n=9.) and the current scores of the two players to be k_1 and k_2. Let p stand for player #1's probability of winning and q player #2's, with $p+q=1$. If $u(n;k_1, k_2)$ is the probability that player #1 will win the match then:

In Table 1 $p=q=\frac{1}{2}$ $(n=q)$

In Table 2 $p=.6$ $q=.4$

$$u(n;k_1, k_2) = \sum_{j=0}^{n-k_2-1} \binom{n-k_1-1+j}{j} p^{n-k_1} q^{j}$$

Of particular interest is where $k_2=n-1$ or where the Crawford rule is in effect. Substitution in the above formula gives p^{n-k_1}. This is not correct because it assumes single point games for all of the $n-k_1$ points that player 1 needs to win the match. If instead we use $pxp^{(n-k_1-1)}$ 2 where the brackets stand for the next largest whole number if $(n-k_1-1)$ 2 is not a whole number, we can get the probabilities for the last column in your tables. I realize that this outline is sketchy and requires proof; however, it was merely my intention to show that analytic formulae are possible, and that computer simulations under your assumptions are probably unnecessary.

Louis Spore
Los Angeles, CA

MORE THAN MEETS THE EYE

Dear Backgammon Magazine,

We are writing in response to a letter by Robert Hickey that was published in the last issue of your magazine.

Our book, *Backgammon For Winners*, does exist. It has not, however, been published. Our original intention was to distribute the book commercially. But due to the advanced nature of the material in the book and the fact that it has been and is used in private lessons, we have decided not to release the book in the foreseeable future. We feel that it would be unfair to our private students who receive this information at the rate of $100-$200 per hour.

A handful of copies (in manuscript form) were sold to private students in the U.S. and South America several years ago. To ensure the confidentiality of the material the book is no longer available in any form.

In regards to why we had to review our own work — we didn't. Sid Jackson, President of the American Backgammon Players Association, asked us if we would do a comprehensive review of the existing backgammon literature, including *Backgammon For Winners*, which, at that time, was about to go to press.

We received no remuneration for our efforts, and did the review only to be of service to the backgammon community. That review, which recently found its way into print, was several years old; hence, *Backgammon For Winners* was included.

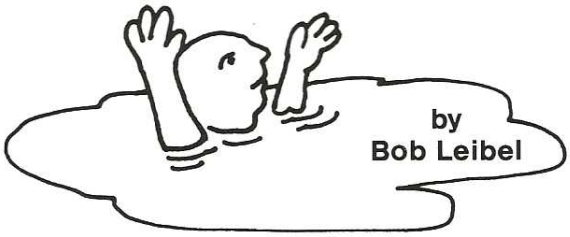
This also explains why several books which we feel should be in the Highly Recommended category did not appear in the review — they didn't exist at the time of the writing.

Those students privy to the material concur with the Highly Recommended rating we assigned to it. In fact, we know of no disagreements with any of the ratings we assigned to any of the books in the review.

In closing, Mr. Hickey could not have ordered a copy of *Backgammon For Winners* from us because we never advertised nor offered the book for sale to the public.

Gaby Horowitz
Dr. Bruce Roman
Beverly Hills, CA

(Continued on page 30)



MURRAY'S BACKGAMMON (With Apologies)

Any similarity to names used in this article and to the real names of any San Diego Backgammon Club member is purely intentional!

MURPHY'S LAW:
If anything can go wrong, it will.

SPRINGER'S LAW:
The novice who makes the most stupid play leaving two direct shots will not be hit.

JAN'S COROLLARY: If any or all the blots are hit it will be to the novice's advantage as he will roll miraculously.

DR. WARD'S DISTINCTION:
Indecision is the basis for flexibility.

AZZAM'S COMMENT:
When the final criteria for accepting a double is, "At least I won't be gammoned," you will be gammoned!

BARON'S BASIC LAW:
Nothing is so bad it can't get worse.
COROLLARY: Once things get worse the cycle repeats.

LEIBEL'S LAW:
Once your back game is well established and timed you will roll an inordinate amount of high doubles.

LOUIE'S LAMENT:
Ace-deuce and ace-three appear with high frequency when racing to save a gammon.
COROLLARY: In a race bearing off, gap numbers always show the most.

2ND COROLLARY: In bearing off (racing), filling a gap insures that number will not appear for at least four rolls.

SHERRI'S MISQUOTE:
Tournaments never start on time.

COROLLARY: Tournaments never finish in the time alloted.

2ND COROLLARY: If the time allotted is adequate, the semi-finalists will always be the slowest players.

3RD COROLLARY: All tournament pairings are unfair.

4TH COROLLARY: A husband and wife will travel cross-country to play in a tournament — they will be matched in the first round by random draw.

KIBITZER'S AXIOM:
The best games occur when you are absent.

COROLLARY: When your game is being kibitzed, the better the kibitzer, the worse your rolls, and the more likely you will make the wrong technical decision. . . the reverse is also true.

ANCIENT PROVERB:
A fool and his money are soon parted.
COROLLARY: A hustler and your money are soon partners.

LAW OF PROBABILITY:
If you leave your opponent with a 17-1 shot that will win the game for him, the odds and probability reduce to 50/50, either he will or he won't hit, and that probability extends to a likelihood of a 90% chance that he will hit.

COROLLARY: Probability has absolutely nothing to do with likelihood.

NUTTER'S MOTTO:
Some say yes and some say no, and I am inclined to agree!

FREEDMAN'S LAW:
When trying to enter a one-point board from the bar and cocked dice are thrown, the legal die will always be the number needed.

FORBE'S RULE AND COMMENT:
When bearing off (still contact) you will ponder the best move, make it and it will backfire. "It ain't ever easy."

COFFEE DRINKER'S LAMENT:
Going to the bathroom changes your luck, but only if you are hot — this does not work in reverse.

CRAWFORD'S PRINCIPLE:
If a gammon is needed by your opponent while at the Crawford game, chances are he will get one.

COBB'S LAW OF COMPUTERS:
To err is human, but to really screw up things requires a computer.

COROLLARY: To err is human, but to blame it on someone else is more human.

OPENING PRECEPT:
Slotting on your five-point on opening roll will be hit more often than the law of averages should allow.

RAGSDALE'S REASONING:
If one die is dropped on the floor, it will always be the same color as the floor or carpeting, and it will roll to an awkward position.

COROLLARY: That die, when found, will always show the needed number.

ABDOL'S BASIC LAW:
There is always one person who beats you, no matter his skill level. He will be your opponent in the finals of a tournament, or perhaps worse, your opponent just before the money round.

ROBERTSON'S REVELATIONS REGARDING CHOUETTES:
1. One team member drops a cube and the game will have an immediate turn-around.
2. Greed is non-rewarding to losers.
3. Complex situations have simple, but wrong solutions.
4. When something goes wrong, someone knew it would.
5. Chouette decisions after five minutes of discussion will invariably be wrong.
6. If something could have gone wrong but didn't, it probably would have been better if it had.
7. Paranoia will get you in the end.

PARIANI'S BASIC LAWS AND RULES:
1. When unsure of a move, do it neatly.
2. When no contact exists the one ahead in the race will get further ahead if he is your opponent. If you are ahead, you lead will steadily diminish.
3. When one of two blots can be hit you will choose the wrong one. Knowing this rule will not alter the decision.
4. Whatever has happened to you has happened to everyone else — only more so.
5. When you have finally learned and fairly well mastered a new principle by reading Las Vegas Backgammon magazine, you will not get a chance in the near future to employ it and you will forget it by the next tournament or when the situation does exist.

Keep in mind that hindsight is an exact science, and when in doubt predict that things will get worse. Someone once stated that even Murphy's Law could go wrong, but don't count on it playing backgammon. Just remember that all good things in life are immoral, fattening, cause cancer, are too expensive, or taxed beyond reality — backgammon is the sole exception!!! ☆☆

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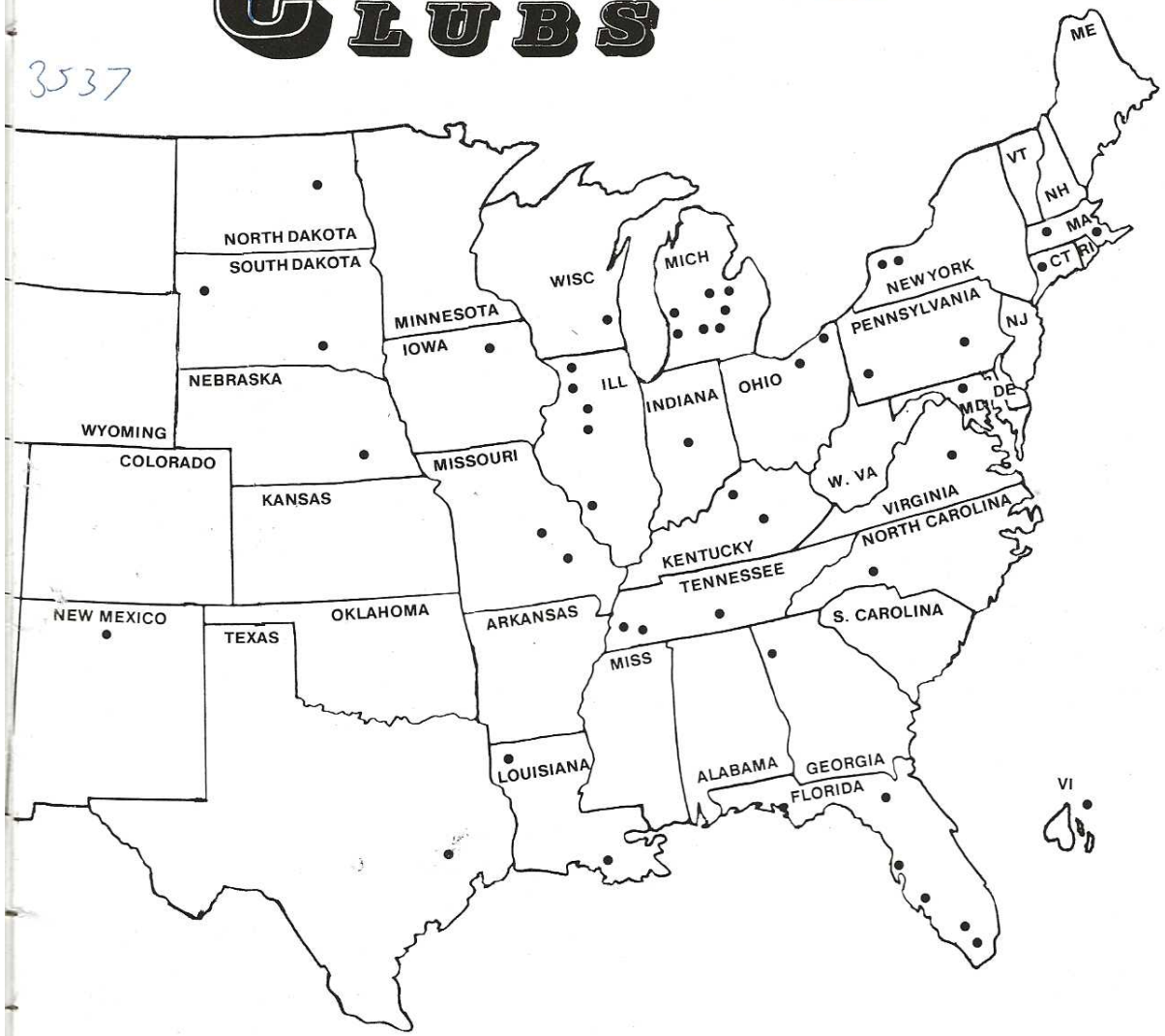
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RICAN SOCIATION OF BACKGAMMON CLUBS



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

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

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

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

For details on the AABC write the Las Vegas Backgammon Club or call (702) 454-2403.
P.O. Box 12359
Las Vegas, Nevada 89112

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NEW ASSOCIATES

GAMMON ASSOCIATES

Patrick Gibson has been working hard. For three years he has operated several tournaments in the Los Angeles area. In any one week's tournaments, he sees a hundred-plus faces. His mailing list contains over 1200 players, over 400 of which are regular members. These are impressive numbers, even taking into consideration that Southern California has the largest concentration of backgammon players in the world. Pat Gibson is a good example of what dedicated promotion does for any club. To get on the Gammon Associate mailing list write to: **7641 Orion Ave. Van Nuys, CA 91406.**

Saginaw BACKGAMMON CLUB



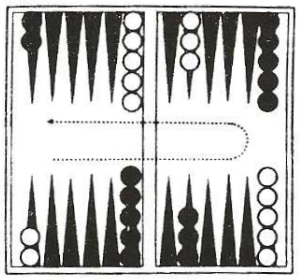
Larry Coulouris is the operator of Larry's Lounge in Saginaw, and is an avid backgammon player. He is also the director of the Saginaw Backgammon Club, which holds weekly tournaments at Larry's Lounge on Wednesday.

The club is closely associated with the many other Michigan backgammon organizations. This well-organized group caught the attention of Michelob promoters, who have decided to sponsor a Michelob Michigan Weekend Tournament. For more information on this and other events call Larry at: **(517) 755-8341.**

CHANNEL ISLAND BACKGAMMON CLUB

Barry Memberg is president of the CIBC, which meets every Monday (6:30 p.m.) at Maggie O'Shea's in Camarillo, CA.

At present, the club has forty members, mostly Ventura County residents. The Modified Swiss Movement of four five-point matches is preferred by the members. Points received during a tournament become "club" points for periodic awards of prizes and trophies. Contact this club through Barry at **(805) 656-1464 or (805) 484-8983.**



BACKGAMMON IN GEORGIA, INC.

Our commitment to AABC is long overdue! Hopefully, the enclosed check for membership will be well received.

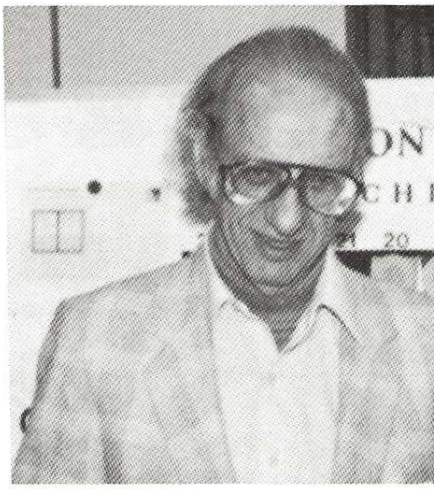
Backgammon is now being played at the following Atlanta locations: Great Buckhead Saloon, Broadview Bridge & Backgammon Club, Elan's (on occasion), and My Brother's Place. Although the aforementioned clubs are not necessarily sponsored by Backgammon in Georgia, Inc., we believe that more backgammon results in better backgammon for all.

We did stipulate that you mention our organization, location, and director's name, and that you update "the Atlanta scene." Well, you tried. It's Backgammon in Georgia, Inc., Max! Georgia Backgammon Assn. has been defunct for a year. We're at "The Great Buckhead Saloon" every Monday night. We also hold regional tournaments every three months.

You spelled our director's name right — but then how many ways can you spell Bob Clay wrong?

If you have an acerbic sense of humor, you'll publish this letter and graciously accept our check for membership.

Respectfully, Boob Yale, **(404) 237-5967.**



FESTIVAL BACKGAMMON CLUB

Jerry Nathan's file is one of the thick we have. His involvement in backgamm goes back to pre-Obolensky days. During t time, he has published a continuous ne letter, written a weekly column for the Buff News (cir. 300,000), held hundreds of tou aments, and kept the doors open to a n backgammon club in the Statler Hotel Buffalo.

With all the work he puts in for ba gammon, one would think this was his b ness — but it isn't. Jerry loves backgamm but in real life he is one of the premi concert promoters in America. Among credits is the now famous New York Rol Stones concert which sold out (70,000 four hours. Without question, the Fest Backgammon operation has been one of reasons why the game has prospere America. We are especially glad to have group join the AABC, since it was one of original affiliates of the old World B gammon Club (old habits die hard). Welc Festival. **(716) 854-7172.**

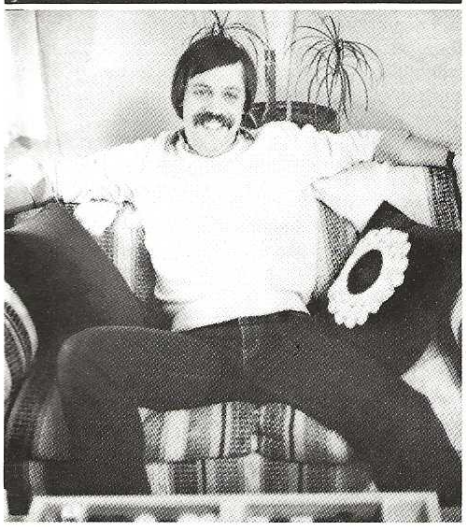
FOREST CITY BACKGAMMON CLU

Canada is a backgammon hotbed. C not only spring up, but, because of m support, survive. **Doug Bell** of the S (Ontario) Bluewater Club has helped o ize this new group of enthusiasts. **Iva Cl** is the new, hard-working director, plan tournaments and social events. As of yet, haven't a permanent location or logo, bu can receive up-to-the-minute informatic writing to: **18-971 Adelaide St. S, Lon Ontario, N6E 1H3 (519) 686-4456.**

Ron Bleier is the director of this club, as well as a frequent visitor to Las Vegas. Formed in the fall of 1978, the London Backgammon Club met in a variety of locations before finally settling at The Corkscrew, a local restaurant and tavern decorated in medieval motif. Play begins at 7:30 every Tuesday evening, and goes on until a very understanding management puts its foot down at about 1:00 the following morning. Tournaments are held on the first Tuesday of every month for members of the club. Visitors will be made to feel welcome on any evening.

For inclusion on their mailing list, please notify: Ron Bleier at either: **41 Fourwinds Rd., London, Ontario, Canada N6A 3L1 (519) 471-9644** or c/o **The Corkscrew 60 Wharncliffe Rd., N, London, Ontario, Canada.**

BELLINGHAM BACKGAMMON ASSOCIATION



Michael Cain has been promoting backgammon for the past three years — first with the Whatcom County Chouettes Club, then for a year with Ted Barr's promotional outfit based in Seattle.

In March of 1981 Michael started the BBA, and has since directed a Sunday night tournament which averages thirty-two players. The club's most notable player is **Larry Arnold,** the beginner division winner of the Las Vegas Amateur event and the current Pacific Northwest Backgammon Association Champion. By the way, Bellingham is in Washington, **(206) 671-6313.** ☆☆

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THE 1981 WORLD CHAMPIONSHIP

by Bill Robertie

Monte Carlo, July 12, 1981. At 3:30 P.M. the final match to decide the 1981 World Championship of Backgammon began on the third floor of the Sporting d'Hiver, a large grey building across the plaza from the old Casino. Six days earlier, 250 players had begun competition in the main flight of the tournament. By Sunday, July 12th, only two remained — Joe Dwek and Lee Genud.

Unlike the last several years, when in each case at least one relatively unknown player had struggled his way to the finals, these two participants boasted formidable reputations. Joe Dwek has been considered Europe's best player for a decade. In 1976, he scored his most notable tournament triumph, edging Kumars Motakahasses in the European Championship at Monte Carlo (the European Championship in those days was the precursor of the current World Championship; until 1979, the World Championship was held in the Bahamas in January). Dwek has been first or second in many other tournaments in both Europe and the Americas, compiling a record second to none in the world. In 1976 he authored a book, suggestively titled *Backgammon for Profit*, which offered one of the first real glimpses into the checker and cube techniques of backgammon's elite.

Lee Genud's tournament record, while not quite so formidable as Dwek's, is nonetheless an impressive one. Her most recent victory was the Women's World Championship in Florida last September. She and Dwek are even in the books at one apiece, hers being *Lee Genud's Backgammon Book*, published in 1975.

Both had survived tough semifinal matches. Dwek had beaten Michael Cahmi of France, while Genud defeated Philip Swart of England. Curiously, this was the first match Swart ever lost! He had swept six rounds to win his first tournament a few months earlier in Amsterdam, and had won six straight in Monte Carlo. Swart is an economics student in London, and more will certainly be heard from him in the future.

Final matches in major backgammon tournaments (and this was no exception) have two salient features: the games are played at lightning speed (the thirty-five games of this match were completed in 2.5 hours) and almost every double is passed (of the thirty-six doubles in the match, only eight were accepted, although later analysis showed that nearly half were takes). Both features are, of course, a function of the nervousness of the players. Since Joe's experience was assumed to make him relatively immune to jitters, the bookmakers installed him as an 8-5 favorite.

As the match developed, the lead seesawed a bit, although there were no big swings. In fact, there were no 4 games in the entire match; the players were very tight. Lee took an early 7-5 lead, but Joe caught up and went ahead 11-8 by game 15. Lee then surged, winning nine of the next twelve games to lead 19-15. The players traded points to reach 23-19, Lee's favor, through game 34 (match to 25). There followed the remarkable thirty-fifth game, a game in every respect worthy of the occasion.

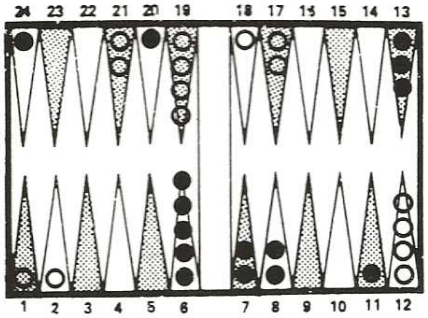
GAME 35

DWEK (19)	GENUD (23)
1.	4-2: 17/21, 19/21

Lee wins the opening roll, as she did in twenty-five of the thirty-five games of the match, a remarkable percentage. Curiously, it didn't do her much good! She won only thirteen of the twenty-five games where she moved first, while she won six of the ten games where Joe moved first. Most authorities think that the advantage of the opening roll conveys about an 11-10 advantage.

2. 6-1: 13/7, 8/7	6-4: 1/11
3. 4-2: 13/11*, 24/20	6-2: Bar/2, 12/18
4. Double	Take

Black Doubles



In a money game, this would be an early double and a trivially easy take. Trailing 23-19, Joe is theoretically justified in doubling slightly earlier than normal. Even so, I think his double here is, in a theoretical sense, premature.

Practically, a double here is mandatory, since many players in Lee's position would cringe and drop, frightened by their three blots and the spectre of gammon chances. Part of the art of catching up when trailing in a match is timing your initial doubles to catch your opponents at their most vulnerable point, when they are most likely to drop a perfectly takeable game.

Unfortunately for Joe, he had just doubled Lee out of two easy takes in games 33 and 34:

Lee was consequently much less inclined to drop this double. Still, there was some chance, and I think Joe was correct to turn the cube.

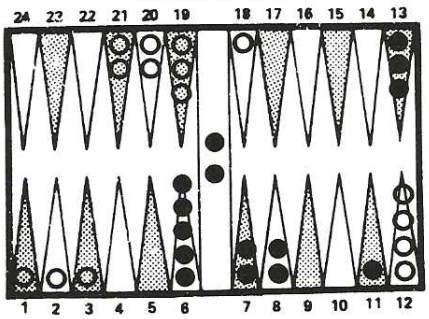
5. 5-1: 24.18*	3-1: Bar/3, 19/20*

This is much stronger than buttoning up with 2/3, which commits Lee to an inferior holding game. Now any roll containing a 6 by Joe will allow Lee to go forward.

6. 0	3-1: 17/20, 17/18*
7. 0	3-1: 2/5, 3/4

This is an outstanding play, perhaps the best play of this entire long and intricate game. When the play was made, the entire panel of experts commenting on the game (Gino Scalamandre, Kent Goulding, Kit Woolsey, and myself) criticized it and recommended 13/9 instead as clearly correct. To see why Lee was right and all of us were wrong, let's take a closer look at the position after Lee rolled her 3-1.

White to Play 3-1



If this position occurred in a money game, and White doubled Black, my guess is that 95 out of 100 players would pass, and the other five would be making what they considered to be a bad take. Actually, whether Black should take or not depends entirely on how White will conduct the position.

White has two reasonable plans:

Plan 1: (the tactical variation) pull men down from the midpoint and try for a quick blitz

Plan 2: (the positional method) escape from the back men, in the process hitting Black's loose checker on the eleven-point. Allow Black to enter but refrain from hitting loose, relying instead on a prime to win.

White doesn't have enough ammunition in place to make Plan 1 work. In fact, if White has a fourth checker sent back, Black can quickly become a favorite. If Black knew in advance that White would try Plan 1, he would have quite an easy take. Plan 2 is stronger, and would make a take by Black risky (though not outrageously bad). In the absence of any information about how White would conduct the game, a take by Black wouldn't be unreasonable here.

Lee deserves high praise for finding the correct plan under the intense pressure of the occasion, while the experts in the calm of the outer room were bamboozled.

8. 4-2: Bar/23	6-2: 5/11*, 12/14
9. 3-2: Bar/23, Bar/22	...

By establishing an anchor, Joe has avoided the worst. He can now play a two-point game, with some chance of transposing into a 1-2 or 2-3 backgame. Since he can't be gammoned at this score, these variations are much stronger for him than they would be in a normal money game.

9. ...	6-1: 11/18
10. 3-1: 8/5, 6/5	...

Joe has a couple of weaker alternatives here. The all-out backgame play (7/4*, 6/5) is silly. Joe still has chances to go forward and should retain them as long as possible. 13/10, 23/22 is more plausible; however, the two-point game offers more long-term winning equity than the three-point game, and in the absence of gammons Joe is right to stay on the rear point. Making the five-point is a simple, strong play.

10. ...	6-6: 4/22*, 12/18

Lee's play of 12/18 is better than 14/20. By keeping her checker on the fourteen-point, she increases her chances of eventually making the seventeen-point.

11. 6-2: Bar/17	...

If Lee makes a five-prime, Joe wants as few checkers as possible trapped behind it. The play is not as risky as it might appear; notice that Lee has only eight numbers that both hit and make the twenty-two-point.

11. ...	4-1: 18/22, 1/2
12. 1-1: 17/14*, 6/5	...

A crucial move, which merits close examination. Joe must hit with three of his ones. He then has three plays for the last one.

Play A: (Joe's play) 6/5
Play B: 14/13
Play C: 8/7

To assess these plays, we have to realize that Joe has two simultaneous and conflicting objectives. First is not to be hit. If hit, he loses most realistic chances of going forward. His second goal is extending his 3-prime to a 4-prime next turn. Obviously, maximizing his chances of extending his prime also maximizes his chances of being hit. To get a handle on the position, let's do some

preliminary calculations. First, let's see how likely Joe is to be hit after each play.

Play A: 18 hit numbers next turn (50%)
Play B: 11 hit numbers next turn (30%)
Play C: 7 hit numbers next turn (20%)

Next, let's see how likely it is that Joe makes a 4-point prime, assuming he isn't hit.

Play A: 29 rolls make a 4-prime (80%)
Play B: 20 rolls make a 4-prime (55%)
Play C: 8 rolls make a 4-prime (22%)

To see the real chance that Joe makes a 4-prime, we have to multiply these percentages by the chance that Joe isn't hit, which gives these figures:

Play A: Joe isn't hit, then makes 4-prime:
50x80 = 40%
Play B: Joe isn't hit, then makes 4-prime:
70x55 = 39%
Play C: Joe isn't hit, then makes 4-prime:
80x22 = 18%

Looking at this last set of figures, we can see that Joe's play essentially gambles everything on the next roll; he is even money to be hit, but if he isn't hit he is very likely to make his 4-prime. Play B is almost as effective in making a 4-prime as Joe's play, and has the advantage of being much safer. Joe, after all, isn't required to make a 4-prime on the next roll in order to win the game. As long as he isn't hit, he retains chances of extending his prime in the future. Play C, although very safe, looks too weak. I think Joe made an error here: 17/14*/13 looks, on balance, to be the best choice.

12. ... 3-2: Bar/3, 12/14*
13. 0 6-5: 2/8*, 12/17
14. 5-1: Bar/24 4-2: 8/12, 17/19

Hitting with 18/24* is a serious error. If Joe responds with a one, the game could become a tossup. Lee has to maintain her 5-prime to keep control of the game.

A better play, however, is 17/21, 8/10, which increases the number of rolls that make the ace-point if Joe stays out next turn. Lee's play duplicates ones, but that hardly matters in this position.

15. 5-1: Bar/24, 13/8 5-1: 3/8*/9

A tough decision. I think Lee made a good play here. Beginner manuals caution the novice to avoid hitting when defending against a backgame, so as not to improve its potential timing. This is, of course, an oversimplification. There are many positions where a hit is clearly correct, many others where the choice is murky. Briefly, here are some of the factors that mitigate in favor of Lee's hit.

- The hit helps ensure that the game will in fact be a backgame. If Lee plays 3/9 (not hitting) Joe could send either or both of Lee's checkers back behind his own growing prime. Lee could then find herself in a chancey prime vs prime game, rather than a backgame.
- The hit may hurt Joe's timing if he immediately reenters. If Lee can trap six or seven men behind her prime, Joe will not have enough men left to maintain a strong forward position in case of an early hit.
- Not relevant here, but a hit increases Lee's gammon chances considerably.

Lee's play isn't clearly correct, but I like it.

16. 4-2: Bar/23, 13/9* 6-4: Bar/10
17. 5-2: 9/4, 6/4 3-1: 10/13*, 19/20

This hit looks right. Joe's blot represents twelve useable pips. By removing those pips from the outfield, Lee leaves Joe with very little spare timing. Unless he manages to dance for several turns, his board is likely to crunch.

18. 4-1: Bar/24, 7/3 5-4: 12/17, 13/17
19. 5-3: 7/2, 6/3 ...

An excellent play, much superior to making the two-point. By dismantling the six-point, Joe prepares to deprive himself of fives.

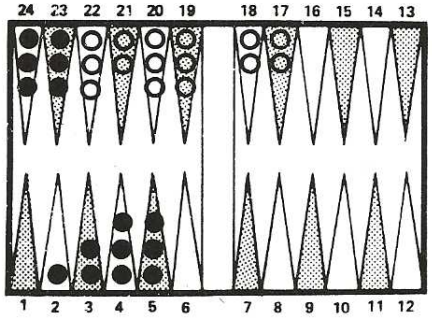
19. ... 2-2: 14/22

Also good. Lee is in no hurry to clear the seventeen- and eighteen-points. If Joe's next roll contains a six, he won't be able to free a man.

20. 6-2: 6/4 ...

Lee's play pays off. Joe meanwhile removes his last five. He now has a good chance of preserving the rest of his board until he can free one or two back checkers.

What Are The Odds?



Although Joe has broken his six-point, he has not yet buried any checkers and is very much in the game, especially since gammons and backgammons don't count against him. To get an approximation of the real odds, I played this position to a conclusion 100 times. The results:

10% White won a backgammon
40% White won a gammon
20% White won a single game
30% Black won a single game

If Lee owned the cube in a money game, her position would be slightly too good to double, given the large gammon chances. In this situation, with gammons not counting for Lee, Joe's chances are quite reasonable: he is only a 7-3 underdog. In many tournament situations, Joe would have quite an easy take in this position, another example of the big difference between tournament and money backgammon.

20. ... 5-1: 17/22, 20/21

I would play 17/18 with the one. Lee doesn't gain much by being hit, and 17/18 prevents her from playing a five next turn. A very close play, in any case.

21. 4-2: 5/1, 5/3 4-2: 18/22, 18/20
22. 4-2: 5/1, 4/2 5-2: 17/19, 20/off

A serious error. She should play 17/22, 19/21, preparing to clear the nineteen-point. When bearing off against contact, be careful to avoid being stripped on interior points, as Lee is here on the twenty-point. Such positions are much more likely to leave a series of repeated shots than smooth positions.

23. 5-1: 24/18 4-1: 21/off, 19/20
24. 5-5: 23/8, 18/13 3-1: 22/off, 19/20

A little better is 22/off, 20/21. After this play, nine numbers leave a single blot. After Lee's play, eight numbers leave a single blot and two numbers (6-4 and 4-6) leave a disastrous double blot (and a quadruple shot!).

25. 1-1: 8/6, 13/11 6-3: 19/off, 19/22
26. 5-1: 11/6, 3/2 ...

Joe has played admirably in a very difficult position and has now rebuilt a 5-point board. If he can just hit a blot, his chances will be good.

26. ... 6-3: 20/off, 22/off
27. 5-4: 23/14 ...

The crisis approaches. Twenty of Lee's rolls now leave a shot.

27. ... 4-2: 21/off, 21/23*

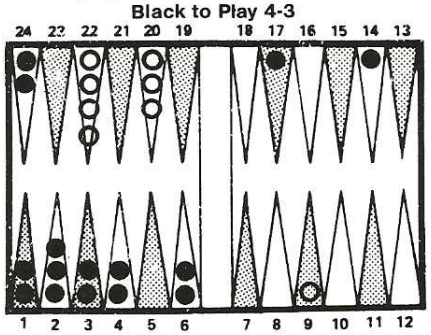
An alternative here is 21/off, 5/3. It is occasionally correct to leave a blot on a higher, rather than a lower point in the home board, if the chances of leaving a blot on a subsequent turn are rendered much less. This isn't the case here. Lee's play is immediately safer (sixteen shots vs twenty for the play 5/3), and also safer on the second turn (fifteen subsequent blot numbers vs twenty-one). Lee's play has the added advantage of reducing Joe's ace-deuce backgame to a mere ace-point game.

28. 6-2: Bar/23*/17 ...

Joe hits and stays alive. In fact, Joe is more than just alive. If he succeeds in closing his board, he will be an 80-20 favorite to win.

28. ... 5-4: Bar/9
29. 4-3: 24/21, 14/10 ...

Black to Play 4-3



This might seem like an obvious play. Actually, there is a very difficult decision to be made here, and I think Joe makes a slight error. There are three moves to consider.

Play A: 24/21, 14/10 (Joe's play, giving maximum outfield coverage)
Play B: 24/17 (creating an indirect anchor, blocking 8's)
Play C: 14/7 (denying Lee any direct shots in the outfield)

If we calculate the probabilities that Joe gets a shot and hits it next turn, by adding the number of shots that Joe gets after each of Lee's rolls, we get these results:

Play A: 40%
Play B: 39%
Play C: 32%

Play C is the weakest and doesn't need to be considered. All other factors being equal, Joe's play is very slightly better. Note, however, another consideration in the position: the number of ways that Lee can leave two blots next turn. After Joe's play, only 6-6 forces Lee to expose two blots. After 24/17, three rolls (6-6, 5-3, and 3-5) compel Lee to expose an additional checker. The advantage to Joe of having an extra checker to hit is great enough, I think, to make 24/17 the best move. This indirect anchor play, creating double-blot numbers, is a subtle motif of the experts.

29. ... 6-4: 9/19
30. 4-1: 24/19* 0
31. 5-2: 19/12 ...

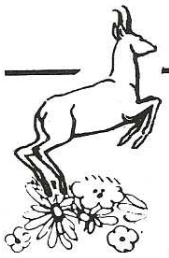
Slotting with 10/5, 17/15 is incorrect. Joe would have only four cover numbers for the checker on the five-point (6-4, 5-5, and 4-4 . Joe shouldn't slot the point until he has at least a direct cover number (or the equivalent in indirect numbers).

31. ... 0
32. 1-1: 12/9, 17/16 ...

A mistake. The best play is 12/11, 17/14. Leaving the checker on the eleven-point guarantees a double shot against all the rolls containing a five

(Continued on page 32)

backgammon across america



ANTELOPE VALLEY

INSTALL 1982 OFFICERS

Moving into its second year with enthusiasm, the AVBC installed its 1982 state of officers at its September 16th meeting at Carrows Restaurant in Palmdale. George N. Photias, outgoing president, welcomed **Norm Wiggins** (president), **Susan Stoddard** (vice president), **Valerie Thompson** (secretary), and **Ginger Murray** (treasurer).

The club presented Dr. Photias with a plaque thanking him for his outstanding service to the club in its first year, and acknowledging that the exceptional success of the club was due to his knowledge and efforts.

The new officers have many plans for an exciting year, including weekly master-point tournament play, trips to some of Los Angeles' posh backgammon clubs, a youth tournament, and the Second Annual Wildflower Classic charity tournament. Seminars and lessons will be made available to the public to encourage more people to learn and enjoy this centuries-old game of skill and luck.

All skill levels are welcome to play on tournament nights. There are club members willing to help novices increase their skill or provide pros with a challenging game.

Meetings are held every Wednesday at Carrows Restaurant in Palmdale, at Palmdale Boulevard and the Antelope Valley Freeway. Registration begins at 7:00 p.m., with play starting promptly at 7:30. There is a $2 charge for all players to cover operating expenses.

For further information, call **Valerie Thompson** evenings at **948-7875** or **Susan Stoddard** days at **948-7611.** Or just go to Carrows on a Wednesday evening and meet the group. Spectators are always welcome!

TOURNAMENTS RETURN TO REDONDO

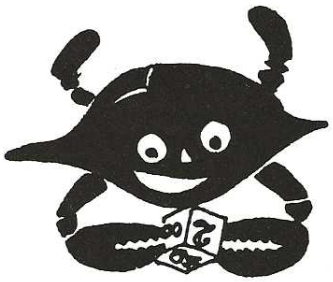
There has been no organized backgammon in the Redondo Beach area since Dirty Sally's disco and backgammon club sunk. But, starting Sunday, April 4th, and every Sunday at 7:30 p.m. thereafter, tournaments will be held at Annebelle's, 1700 S. Pacific Coast Hwy.

Todd Vander Pluym has been hired by owner **Rudy Schneider** to direct the two-division event which will feature trophy and cash awards, plus many added incentive prizes.

Schneider, interestingly enough, conceived disco-backgammon at his legendary Las Vegas Dirty Sally's club long before the backgammon craze swept the West. Today, he remains a loyal backgammon supporter. But, the real backgammon power at Annebelles will surely be co-owner **Jeff Kuller,** who keeps a low backgammon profile. Neither friends nor employees know that Kuller is an understated backgammon craftsman and a former Las Vegas Backgammon Club champion.

Everyone likes backgammon at Annebelles.

BALTIMORE BACKGAMMON



The Baltimore Backgammon Club, under the direction of Larry Lauer, along with David Orandle and Elayne and Sonny Feinstein, is holding weekly tournaments at Rascals, 1630 E. Joppa Road, on Wednesday nights, and at the Ramada on Security Boulevard on Saturday afternoons. If you are visiting Baltimore and would like a little backgammon action, call **Larry Lauer** at **(310) 661-7041.** If you would like to be on the mailing list, drop a line to the **BBC** at **8703 Meadow Heights Road, Randallstown, MD 21133.** We've heard that all the fish are not in the aquarium.

Valerie Valentine, Gloria Donahue



NEW ENGLAND

Francesca Parkinson called to remi
us that the 4th Annual NEBC Benefit
Children's Hospital Medical Center will
held April 23-25th at the Hyatt Regency
Cambridge, MA. No one who was
Francesca's last BSO is going to miss tl
one. We won't dwell on the plush aucti
dinner, the smoothness of the tourname
the many informal social affairs, or the d
matic televised finals. We're only going
tell you what happened Saturday night:
the Halloween Cauldron Buffet and Ba
gammon Party, a swirl of pumpki
costumed waiters and guests, mus
laughing, howling, and orange draw shee
The backgammon competition was ke
but the real blood-and-guts battles w
waged in the Costume Contest. The resul
1 Woman: Ms. Dracula, **Ellen Lee.**
Man: Scarecrow, **Kent Goulding.** M
Original: Double Sixes, **Ken Rothmar**
Nancy Dreyer. Best Pair: Bumblebe
Gloria Donahue & Valerie Valentine.

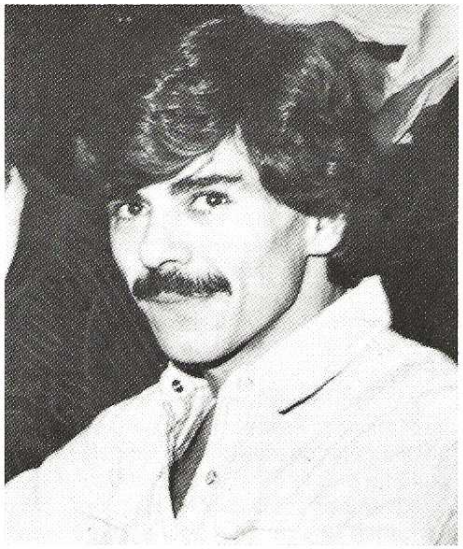
A similar affair is planned during the A
tournament.

TORONTO BOOMS

The Toronto Backgammon Club meets
the Village Cafe on Yorkville Avenue. Tuesc
evening, they hold a standing-room-o
tournament. The club publishes a mont
newsletter and edits a weekly backgamm
column in the Toronto Sun. Toronto, being
ethnic city, has many players who alre
know backgammon. The TBC goal is to be
them together. This is the team that will d
Bev Maxwell (Director, Editor & Public R
tions), **Mark Faiz** (Director, Tournament
Special Events), **Merv Ginsberg** (Direc
Treasurer), **Charles Morrison** (Direcot,
sistant Treasurer & Promotions & Sp
sorship), and **John Gatto** (Director, F
motions & Sponsorship).

PLYMOUTH BACKGAMMON GETS NEW DIRECTOR

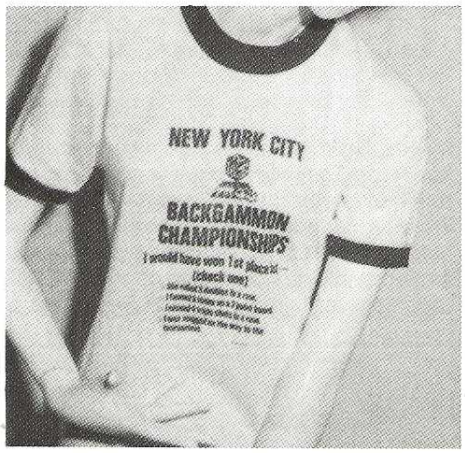
The reins to the American Backgammon Club of Plymouth (Michigan) have been turned over to **Frank Schank** by outgoing director **Michael Kloian.** Kloian's shoes will be hard to fill. He was one of the most active backgammon promoters in America. His activities included a regular column in the regional newspaper, television appearances and constant news media exposure for backgammon, a fundamental backgammon education program to attract and keep new members, and experiments with new tournament formats to enhance player interest. Kloian will be missed. On the other hand, Frank Schank is eloquent and enthusiastic. He has knowledge and love for the game. He also has a strong hard-working board of directors which includes: **Dean Adamian, Ralph Dietz, Jim Flora, Scottie Flora, Dick Neison, Linda Schank, Tom Szpond,** and **Ken Wroblewski.** Backgammon will continue to do well in Plymouth.



Michael Kloian

NEW JERSEY & LONG ISLAND

Steve Kurzban and **Dan** and **Rena Caverly** have collectively directed more tournaments than nearly anyone in the world. Their clubs have been operating for nearly a decade, and boast astronomical membership numbers. Every year, they co-direct several major regional tournaments and backgammon outings. By co-operating and co-ordinating, they grow and profit. Some of their success can be attributed to the care they show and attention they give their members. For example, entrants to the New York City Open were surprised to receive this novel souvenir T-shirt: Try it. It works.

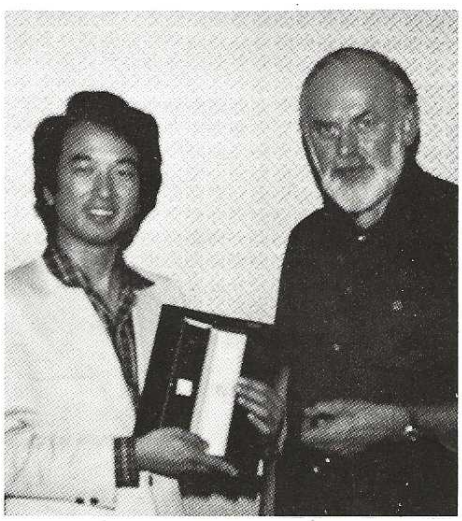


AND THE WORLD

JAPAN

Richard Dunhill, president of the famed Dunhill of London, is an avid backgammon player. For the last couple of years, his company and Hilton Hotels have sponsored several Far East tournaments, most notably in Hong Kong and Tokyo. This year's fancy affair at the Tokyo Hilton took place in the posh Misao Lounge, while the finals were held in Mr. Dunhill's Imperial suite. The tournament was won by Hiroshi Kondo, director of the Backgammon Association of Japan. Second place went to Shigeru Sugaware, and third to Masumi Enomura.

While we're on the subject, here are the results of the 11th Japan Backgammon Championships which drew over 300 participants: First - Makoto Shimada; Second - Beau Tolleson; and Third - Takaharu Otsuka.



Hiroshi Kondo, Richard Dunhill

GENEVA

The results of the Noga Hilton Tournament. Championship - 1st: Y. Hassidoff (London); 2nd: B. Grisoni (Lausanne); 3rd: Xanthos (London); 4th: E. Seidel (New York). Championship Consolation - 1st: P. Hattu (Paris); 2nd: N. Taboury (Paris); 3rd: N. Erdeniz (Zurich); 4th: J. Antar (Geneva). Championship Last Chance - 1st: L. Deyong (London); 2nd: Crespi (Italy). Jackpot Winner - 1st: Olsen (London); 2nd: R. Tserliangos (London). Sunday Jackpot - 1st: M. Beattie; 2nd: E. Erdinez.

TOP TEN

HERE AND THERE

OMAHA
Dave Kerrigan
Virgil Stetz
George Wagner
Mike Blankeneau
Nelson Smith
Roger Schumacker
Joel Katelman
Terry Peterson
Tom Ruben
Steve Nelson

CHICAGO
Phil Martorelli
Tak Morioka
Chris Stanford
Howard Markowitz
Yamin Yamin
Ida Well
Earl Risch
Kathy Posner
Don Desmond
Gene Chait

FLINT
Dan Neilson
John Salomon
Carol Cole
Ted Redman
Ken Sparks
Edde Soto
Lloyd Oman
Jim Slomkoski
David Todd
Heather McCoy

NEW ENGLAND
Mal Davis
Bill Robertie
Chris Peterson
Ohaness Zerdelian
Ellen Jacoby Lee
Ernie Pittelli
Sid Golub
Gino Scalamandre
Paul Weaver
Mike Valentine

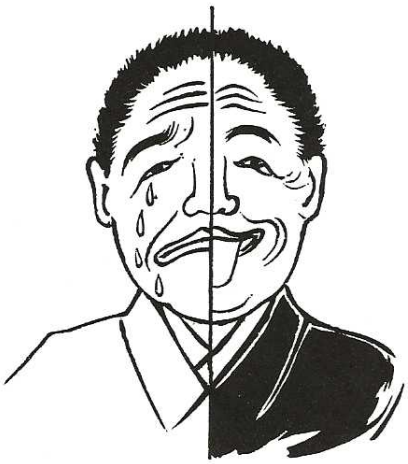
LAS VEGAS
Simeon Mishaikoff
Karen Wolfson
David Schroeder
Chris Campbell
Jay Server
David Hershleder
Ron James
Dave Ashley
Jim Grauman
Dan Cameron

ST. LOUIS
Bob Zavoral
Hooshang Naji
Jim Painter
Dave Hanold
Steve Moore
Phil Dunlap
Dave Wallace
Carl Ewen
Herb Kelhoffer
Serdar Aykent

MILWAUKEE
Bob Holyon
Ruby Wroblewski
Lenore Holyon
Sue Wroblewski
Sam Sansone
Kevin Kratsch
Merrill Shrager
Don Zunker
Dennis Hajewski
Chuck Miller

GEORGIA
Debbie Ingram
Larry Kalski
Steve Moffitt
Bob Wilensky
Bob Clay
Bob Joiner
Don Borzilleri
Bob Rambo
Marty Fischer
Larry Gould

HEAD-TO-HEAD



LEAGUE PLAY

by Michael Cain

The Bellingham Backgammon Association Head-To-Head League was established to fill an important gap in competitive play. While it is generally acknowledged that match-play backgammon allows for participation by players of varying degrees of skill, the necessary time and point limitations of regular weekly tournaments can inhibit the subtlety of cube play and reduce the intensity of the Opponent Factor. These drawbacks are not relevant in a backgammon community with a broad enough economic base to support side action in terms of heads-up money play or chouette; but in a working-class community with a 12-15% unemployment figure, gaming — specifically gambling losses — is not conducive to the long-term growth and reputation of the association.

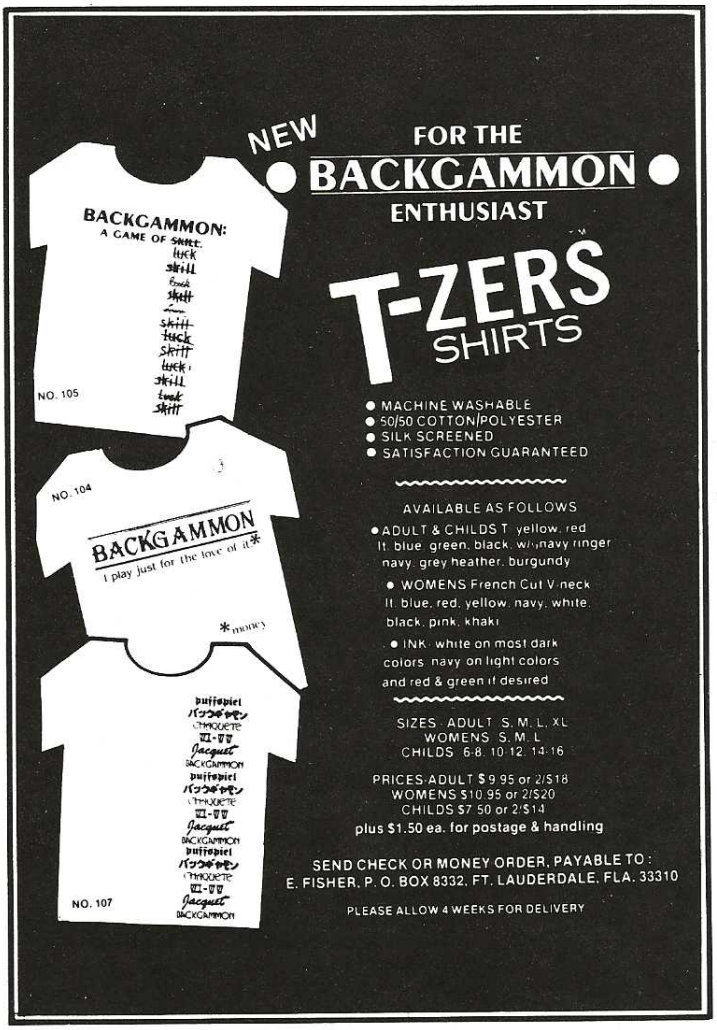
League play, with its extended point limits, no time limits, rankings, and prizes is designed to provide intense match-play at low cost. Prize money, and the fact that league play establishes standings, gives all players an incentive to prove their skills. Extended matches with no time limitation allow for greater latitude in terms of doubling strategy, particularly in terms of the Opponent Factor.

A head-to-head league can be divided into master, advanced, intermediate, and novice categories, with further divisions depending on the number of players involved. A registration fee is paid to cover the cost of operating the league for a three-month period. A per-match fee assessed to each player builds a prize pool for the end of the season. A $10.00 match fee in a ten-player division playing a twelve-week schedule results in a $1200.00 prize pool. Prize money is distributed to the top finishers in the standings and in play-off prizes as in an professional sport. The promoter may take percentage of the prize pool to cover th cost of operating the play-offs.

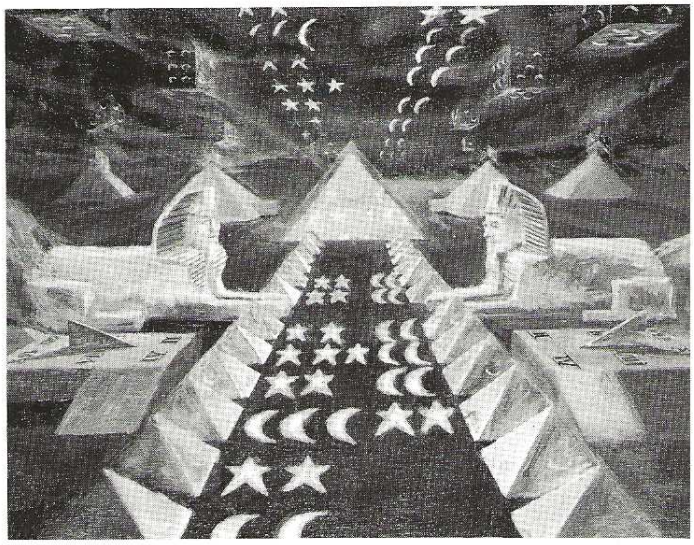
After all players have been registered schedules are issued which include th phone number of the players involved. Th schedule allows for one match per week Matches may be played ahead of schedule but a player may not fall more than one wee behind without notifying the directo Matches not played within the two-wee period shall be declared forfeit and be re corded as such in the standings. Winner receive two points in the standings; winner by forfeit receive one point; losers receiv no points; losers by forfeit are penalized on point.

Players contact each other by phone t arrange matches at a time and place c mutual convenience. The winner of eac match must turn in both his and his oppo nent's match fee and signed score car Match results are cross-indexed under eac player's name. Match fees are not collecte when forfeits occur. The promoter or d rector earns his percentage by facilitatin an experience that is economically comfor able and socially enjoyable for the partic pants.

League play has added a solid dimensio to backgammon in Bellingham, with mos players reporting that they like it better tha any other format. ☆



BACKGAMMON: EGYPTIAN STYLE



by Bill Davis

Load your camel and fill the water bottle. This time, John Demian's surrealism transcends us through time to the deserts outside of ancient Giza for an evening of Egyptian Backgammon.

The rearmost pyramids generate random dice rolls while each Sphinx ponders his next play. Moves are telekinetically transmitted to the ectoplasmic central Pyramid that in turn, projects light images of the playing pieces onto the night sky. The whole process is then reflected down to the desert sand playfield.

Let's check the set-up in progress (assuming the home boards are nearest us and the bar extends between the feet of the Sphinx). The two sundial doublers (calibrated II, IV, etc.) show this game to a big one: XVI cube. If the *Sphinx rolls 5-4 in this position, listen for a shriek loud enough to unearth the Temple of Karnak!

STATE OF OREGON VS BARR

A LANDMARK CASE FOR BACKGAMMON

by Joel Rettew

The case of Oregon vs. Barr tried in Judge Stephen Walker's district court is the most important legal decision in backgammon's history. The four-day trial,which concluded in Portland on Friday, February 19, 1982, resulted in a big victory for backgammon.

The judge ruled that **"BACKGAMMON IS NOT A GAME OF CHANCE BUT A GAME OF SKILL."** Backgammon therefore not subject to Oregon gambling restrictions and can operate like tennis or golf tournaments. This interpretation is sure to have a national impact since the Oregon regulations are identical to the New York state gambling statutes which have been used by many states to draft their own gambling laws.

Chronologically this is what happened. THE BUST: The Portland Marriot Open in February of 1981 was raided by four undercover policemen, three of whom were tournament participants. The police were acting on information supplied to them by a rival backgammon promoter, Rush Kolemaine, director of Pipmasters Backgammon Club.



Paul Magriel

The police were given a cram course on backgammon by Kolemaine and instructed on what to look for. Citizen Kolemaine, in continued co-operation with the prosecutors office, also supplied visual aids and backgammon paraphernalia for the trial.

During the tournament, one Richard Packard was observed making bets on matches. He was charged with bookmaking and later pleaded guilty, receiving a $750 fine.

Next, tournament director Ted Barr of the Pacific NW Backgammon Association was arrested on two charges. The first charge involved bookmaking since Oregon statutes allow for the arrest of whoever is in charge if he knowingly allows bookmaking. The second charge was "2nd degree promoting gambling" meaning that backgammon and backgammon tournaments were considered a form of gambling.

The arrests and charges came in spite of the fact that in three previous years of operating tournaments in Portland, the Lincoln County prosecutor had contacted Barr and had investigated the tournament activities. At that time the Lincoln County prosecutor was of the opinion that the tournaments were all right and a calcutta could be held if there was no cut.

THE INTERIM

Ted Barr, a non-practicing lawyer himself, decided to fight the charges in an all-out battle, so as to determine the legality of backgammon once and for all. The pending charges were, after all, jeopardizing the future of backgammon and the many ongoing tournaments in the Northwest.

Several dismissal motions were filed and on one occasion, the charges were dismissed. The state, though, refiled.

It was then that Barr ran out of defense money. The case from beginning to end cost nearly $100,000.

Ted Barr put out an S.O.S. to the backgammon community. It was answered by Kate Wattson who not only contributed $2,500 to the defense fund but, also picked up the tab for expenses incurred by defense witnesses Henry Watson and Paul Magriel.

THE TRIAL

The prosecution called the four policemen who claimed to have seen gambling at the Marriott tournament during their three-day investigation. They insisted that they knew what to look for since they had been coached by Rush Kolemaine, a man familiar with backgammon tournaments. The prosecution's expert witness on math and probabilities was Dr. Roger Nelson, the Math department head of Lewis & Clark University. Dr. Nelson testified that in his opinion, chance predominated the game of backgammon.

The defense was handled by Portland's prominent criminal attorney, Marshall Emiton. Attorney Emiton went from a dabbler to a backgammon expert in order to properly defend his client.



Ted Barr

The defense called four witnesses. Sandra Warren, a longtime tournament director, testified that police who had looked over her operations were often confused and uncertain about what laws applied to backgammon.

Jerry Himes, a prominent Portland citizen, described backgammon tournaments as social affairs that his wife and children attended and enjoyed.

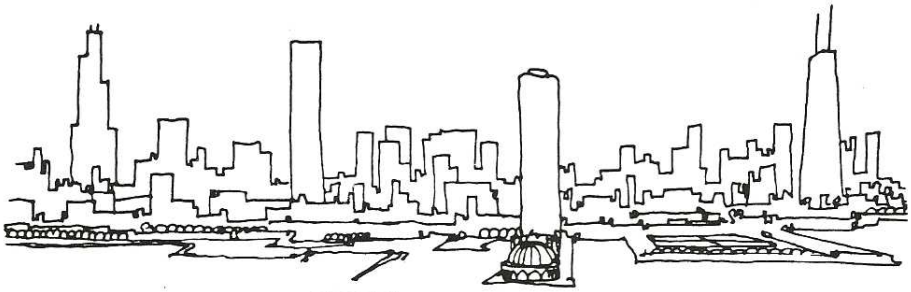
Henry Wattson, director of the world's largest tournament (the Amateur Backgammon Championships), was the tournament expert. Wattson explained how systems such as the Crawford rule minimized the luck factor in backgammon. He also showed the two-hour-long final match of the 1980 Las Vegas Championships which was the epitome of backgammon craft.

Paul Magriel, author of the definitive book on backgammon and world renowned theorist, was the last defense witness. Magriel gave two hours of brilliant, proficient testimony. The court room by this time was packed to the rafters and all listened with fascination to his highly technical, expert testimony. Upon exiting the court room, he was swamped by the news media and mobbed by courthouse personnel seeking his autograph on personal copies of his book.

THE AFTERMATH

This landmark decision will allow all of us playing and promoting backgammon to breathe a little easier. Backgammon was proclaimed a game of skill. Those experiencing difficulty with the gambling laws in their state can seek advice from attorney Emiton who can be reached at (503) 223-6121. Ted Barr struck a victory blow for all of us. Unfortunately, Barr was found guilty on the second charge of bookmaking. The judge, however, acknowledged that Barr was not participating or profiting from Packard's betting activities but, that his hands were tied due to the wording of the state statutes. Barr received a $150 fine on the bookmaking charge which was promptly suspended.

An important life-saving precedent has been set by the Oregon State vs. Barr case. Justice and respectability has finally come to backgammon. ☆☆



The Chicago Open

1982 BACKGAMMON CHAMPIONSHIPS

Memorial Day Weekend
May 28-31, 1982

Hyatt Regency Woodfield
1800 East Golf Road
Schaumburg, Illinois

80% of the Entry Fees and 90% of the Calcutta Auction monies will be returned as prizes.

Return this form with your check made payable to:

GAMMON'S OF CHICAGO
2715 West Peterson Avenue
Chicago, Illinois 60659

Please enter me as follows:		**After May 24:**	
☐ Championship Division	$200	☐ Championship	$220
☐ Intermediate Division	$100	☐ Intermediate	$115
☐ Beginner Division	$ 50	☐ Beginner	$ 60
☐ Doubles Division	$100		

HYATT REGENCY WOODFIELD HOTEL ACCOMMODATIONS

All hotel rooms MUST be reserved through GAMMON'S OF CHICAGO.
Special tournament rate: $40 per night, Single or Double Occupancy.

Reserve me for _____ nights. **Date of Arrival** _____

Please include a $25 fully refundable deposit with each entry.
No deposit is necessary to reserve a hotel room.

Name _____

Address _____

City _____ State _____ Zip _____

Entries by mail must be received by May 24, 1982.

For further information, contact Ida Weil or Howard Markowitz at GAMMON'S OF CHICAGO, (312) 271-8877.

LETTERS FROM READERS

(Continued from page 14)

INTEGRATED PIP-CIRCUITS

Dear Mr. Goulding:

I read your article, "A Pip is a Pip is a Pip, or is it?" with considerable interest.

I have been working lately with various computer simulations of backgammon related topics. One of these simulations involves the testing of racing positions. I put the four positions from your article into the program and found your estimates on problems one, two, and three were fairly accurate. I admit I am curious as to how you estimated these probabilities.

The principal position given at the beginning of your article appears to have about a 55% likelihood of a win for White (ignoring the effect of the cube).

I have discovered, after testing many positions from various books and *The Backgammon Magazine,* that the correct chances in racing positions are often poorly evaluated even by expert players.

If you have any thoughts on the potential of the computer in analyzing backgammon situations, I would be interested in hearing from you.

David P. Sumner
Columbia, SC

COVER TOO LOOSE, LAUTREC?

Editor:

The first years that I promoted backgammon in Bellingham I was reluctant to introduce *Backgammon Magazine* to players because of the image of backgammon projected inside the cover. There seemed to be too much emphasis on the fast life of Vegas and not enough skill-factor information. The magazine has much improved in this regard and I commend you. I did, however, find your first color cover disappointing. Susan Smith is beautiful, but physical beauty is more a matter of luck than skill. Sexuality is an aspect of backgammon, but no more than in any other enterprize where vitality is requisite. A floating backgammon board is not conductive to the concentration that the game requires. If you had put Ms. Smith in her karate gi, you would have projected discipline, concentration, and intelligence, without losing a bit of sexuality. If backgammon players are intelligent and sophisticated, then covers or articles on food, art, and fashion may be appreciated equally to Playboy Bunnies.

Overall your magazine is terrific, and your constant efforts to improve the product are appreciated by those of us promoting on the grassroots level.

Michael Cain
Bellingham, WA

☆☆

CRAWFORD AND BEYOND

by Kit Woolsey

It would seem that once the Crawford game in match is reached or passed, cube decisions are trivial and checker play is considerably simplified — this is not necessarily the case. An understanding of the intracacies of the Crawford game can give the knowledgeable player that little extra edge which might make the difference. In the following examples, assume an eleven-point match.

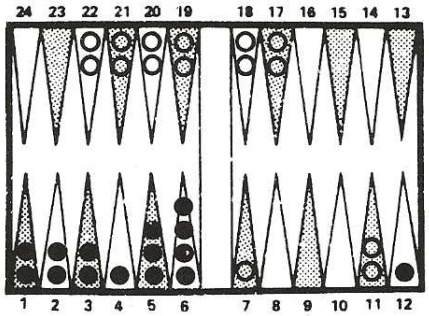
In position 1, Black must decide whether or not to play for the gammon. If he runs by without hitting, gammon chances are negligible, but the win is virtually assured. If he hits with 12/7x, 6/2 he will almost surely lose if White hits back. If White misses Black's gammon chances are very good — I would estimate about seventy-five percent. So of the thirty-six possible rolls we can say that Black loses eleven times, and of the remaining twenty-five rolls he gets about eighteen gammons. 18 to 11 odds would not be sufficient for money play; you need to be twice as likely to score up the gammon as to lose the game to make it worthwhile. The match score changes the picture. This is the Crawford game, and Black is behind 10-7. If Black wins a single game he must then win two straight (or one gammon), with a probability of about 30%. However, if Black wins a gammon the next game will decide the match (the value of the free drop is probably about 1%) so Black's equity will be 49%. Thus Black is risking 30% equity to gain 19%, and at 18 to 11 odds this is a worthwhile gamble. Of course had the score been 10-8 the gammon would be practically worthless, so hitting would be lunacy.

I had position 2 in a late round match in the jackpot tournament in Monte Carlo. What could be simpler — 6/off, 5/1 seems automatic. However this was the Crawford game, and I was trailing 10-6. A close examination of the score shows that a gammon is virtually no better than a win (I have to win two games or one gammon in either case), while a backgammon in very valuable, as the next game would then decide the match. I chose the unusual play of 6/off, 6/2. The idea is to hold the five-point board as long as possible while taking men off. There is little risk of losing the game, for even if White rolls 6-6 Black is still a favorite. While it could be argued that my ploy is not the best play for the backgammon, it is an interesting consideration since the gammon is meaningless. This type of situation can only occur in the Crawford game of a match. As luck would have it I was rewarded and did win a backgammon (and the match!).

What could be simpler than an opening roll, right? Wrong! Suppose you are behind 10-9,

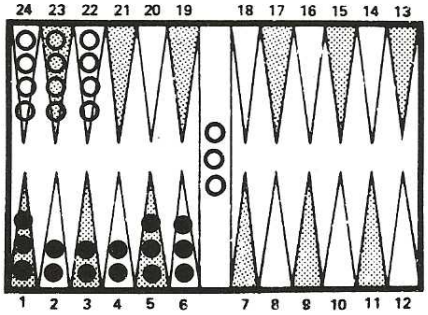
Position #1
White 10
Black 7

Crawford Game
Black to Play 5-4



Position #2
White 10
Black 6

Crawford Game
Black to Play 6-4



Crawford game is over with, and you have an opening 4-1. Do not slot the five-point! The old fashioned 13/9, 24/23 is clearly correct. The reason for not slotting the five-point is that you will never get a chance to make it. Your opponent has a free drop available, and he will use it if he fails to hit the blot or roll some super doubles. Your goal should be to play your opening roll so that not too much is swinging on the response. You don't want your opponent to know whether he is winning or losing when you double on your next turn. Some other examples:

6-3: Play 24/18, 13/10 rather than 24/15. If you run your opponent will pass if he misses the blot (unless he rolls a good set), and take if he hits. If you slot his bar-point and he hits it loose, it is not clear who is the favorite.

5-3: Make the three-point, don't bring two men down. You can't let your opponent roll a 9 to discover that he is winning.

The use of the free drop takes some care. The principle is that if you have a free drop available (i.e. your opponent has an even number of points to go, so losing a single point is meaningless since he will presumably double every game), you should drop if you are an underdog when he doubles. The next game of the match I scored the backgammon (score now 10-9) started as follows: I rolled 6-5 and ran, he rolled 3-1 and made the five-point. I now doubled, of course. Should he take? It is a close decision, but I think that opening 6-5 plus the roll is better than an opening 3-1, so I feel the double should be dropped (in practice, he did take).

Obviously, the player behind in the match should double as soon as legally possible after the Crawford game is over, right? Not necessarily! Consider the following situation: You are behind 10-8, having just won the Crawford game. Your opponent does not have a free drop available, for if he loses as much as one point you can double the next game for the match. Consequently, he should take any double unless he is more likely to get gammoned than to win the game, and a position has to be pretty bad for that to be the case. Consequently, if you double on the opening roll he will surely take, and that will be that. Now, picture the following scenerio: You wait a few rolls, until your position gets strong. If a real gammon threat looms you must double before it materializes, and he should take, of course (but you never know). If there is no gammon threat, you can play on until you are a substantial favorite (say 85%) to win the game. Now you double. He should take, of course, but it can't cost to give your opponent a chance to make a mistake and drop. If he does, your 85% becomes 100%, since the extra point you would get if he had taken and lost is of virtually no value. I have had several opponents err in this situation. A weak player might not know better, and even a strong player may go wrong if he underestimates his opponent and thinks that he doesn't know enough to double after the Crawford game. Imagine his surprise when his adversary whips it on the opening roll of the next game!

At a 10-9 score, the trailer obviously must double immediately, it seems. However, even this is debatable. Suppose you open with 3-1 and make your five-point, and your opponent counters with 5-2, bringing 2 men down. If you double he will drop, since he has a free drop available. There is a lot to be said for rolling on and playing for the gammon! The point is that your opponent should only take at this score if he is a favorite, and this is very unlikely to be the case after the next roll. As usual when playing for a gammon you must re-evaluate the position after each roll, and if there is much danger that in one roll he will have a take (i.e. become a favorite in this case) you must double, but as long as your advantage keeps growing it is correct to play on. I think that it is, in fact, correct to play for the gammon in this situation. Paul Magriel disagrees, feeling that the gammon chances are outweighed by the cost of becoming the underdog in one roll if your opponent rolls a lucky number at some point in the game — judge for yourself. ☆☆

TYING UP LOOSE ENDS

(Continued from page 10)

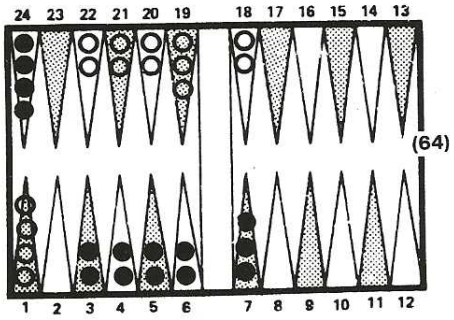


cle by Russell Sands. Russell "outwrestled the odds" by winning first prize in the 1980 World Amateur Backgammon Championship. His article may be viewed as something of a rematch. In his article Russell examines six positions, making it a six-round bout.

In round (position) one, the odds strike first and hard. Russell is knocked to his knees and dazed, as explained by Bill Horn in his letter to the editor (December, 1981). I agree with Mr. Horn and score this round 10-0 in favor of the odds.

Russell fights back in the round two. The position is straight-forward and Russell's analysis is sound. Score this round to Russell.

Round three is a beauty. Russell has borrowed the following position from Danny Kleinman's tome, *Vision Laughs at Counting with Advice To The Diceiorn.*



Chuck Papazian (Black) is trailing Hugh Sconyers (White) 6-9 in a match to eleven points. Russell (and Danny) start out by stating that under normal circumstances this position would not be a double and would be a money beaver — I agree. They both state that with no cube each side is equally likely to win the game. I suppose this is a close approximation. Due to the match score and the gammon threats I agree that Papazian (Black) is wise to double. After that, however, Russell drops his guard and the odds start pounding on him brutally. He agrees with Danny that Sconyers (White) was correct to pass! His reasons are that if (White) loses, he will probably be gammoned. If, in fact, both sides have an equal chance of winning this game, passing would be a big mistake. Certainly there is a large gammon threat, but I don't think the results will be over 80% gammons, which is what is needed to make passing even close to being correct. This alone puts Russell in big trouble this round, but it gets worse. Russell then claims that leading 9-7 in a match to 11 gives the leader a 74% chance of winning the match. He may as well bang his head against the corner post, as that statement is completely wrong. It looks like the odds have Russell in a "submission hold." Can Russell escape? Stay tuned. ☆☆

1981 WORLD CHAMPIONSHIPS

(Continued from page 21)

which do not hit (5-1, 5-2, 5-3, and 5-4). Joe's play gives a double shot against 5-1, 5-2, and 5-3, but only a single shot against 5-6.

Incidentally, playing 6/5(2) with half of the roll is a serious error. It deprives Lee of the chance to roll 5-1, exposing a crucial second blot.

32. ... 5-1: Bar/5, 22/23
33. 2-1: 6/5*, 16/14 ...

Excellent. Once the exclusive property of a small coterie of top masters, this type of play has become more widely known in recent years. If Lee dances, Joe may be able to close her out directly. If she enters but doesn't cover the twenty-three-point, Joe may be able to send a second checker back, making him a heavy favorite. Only if she rolls one of the eight numbers that both hit and cover (6-1, 6-3, 5-1, 5-3) will Joe be worse off with this play.

33. ... 6-1: Bar/6*, 22/23
34. 3-1: Bar/24, 9/6* 6-5: Bar/6*/11
35. 4-1: Bar/24, 10/6 ...

Joe's play is a trifle less accurate than Bar/24, 14/10. By removing the blot that is directly attacked in the outfield, Joe creates slightly more hitting chances for himself next turn.

Here the play that is the most effective in creating double-blot numbers next turn is Bar/21, 14/13. By blocking tens, it forces Lee to expose two checkers with 6-4 and 4-6, while the other plays only yield two blots if Lee's next roll is 5-5. However, this play is much weaker in immediate shot numbers, so I don't recommend it.

35. ... 4-3: 11/14*/18
36. 5-4: Bar/16 3-3: 18/21*, 20/23(3)

No respite! With $45,000 riding on the outcome, the players are forced over and over again to make pressure-packed decisions.

Lee makes an error here. She has already borne off seven men. At this intermediate level (between six and ten men off) checkers are more important than shots. Consequently, she should play 18/21*, 22/off(2), 20/23, leaving her with nine men off. This would make her a slight favorite even if she were hit and closed out.

Curiously, the play I recommend is also safer in terms of immediate shots. Lee's play looks safe, but it leaves Joe with seventeen return shots (all 4's, 6-3, 5-3, and 3-1). Playing 18/21*, 22/off(2), 20/23 actually leaves only sixteen shots (all fours, 6-3, 3-1, and 3-3). On the second turn, Lee's play is considerably safer, with only fifteen rolls leaving a subsequent blot, as opposed to twenty-one after bearing off two men.

37. 4-2: Bar/21*/19 ...

Bar/21*, 16/14 offers both more cover numbers for the six- and five-points (9's and 8's instead of 11's and 10's) and better coverage of Joe's outer board if Lee reenters.

37. ... 0
38. 3-1: 6/5, 16/13 0
39. 4-3: 19/12 0
40. 6-3: 13/10, 12/6 ...

Joe correctly slots. If Lee misses, he can cover with all 4's (except 4-2), 3-1, 1-1, and 6-6 (thirteen numbers).

40. ... 0
41. 4-2: 24/18 ...

Incredible irony. 2-2 is the only other non-covering cover number. After this play, Joe has four new cover numbers: 4-2, 3-3, and 2-2.

41. ... 0
42. 6-1: 18/11 ...

Bad luck for Joe. Lee stayed out five times in row, but Joe couldn't cover.

This play is a slight inaccuracy. It leaves him wi twenty-seven covers next turn, while the corre play (18/12, 10/9) yields twenty-eight covers. Joe play also yields four double-hit numbers, versu three with the other play.

42. ... 6-5: Bar/6*/1

Finally Lee reenters, and with a tremendou double hit. Joe's not dead yet, however.

43. 6-4: Bar/19, Bar/21

Joe enters both men and stays in the game. On 6-6, 3-3, and 6-5 bring Lee's last checker hom safely.

43. ... 5-2: 11/1

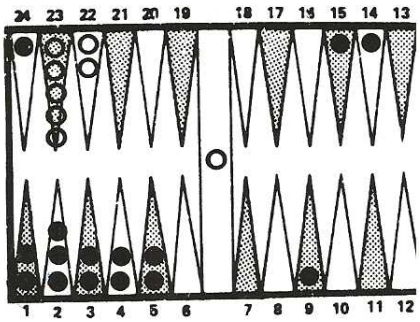
Amazing. Lee is forced to leave a triple shot.

44. 6-3: 21/18*/12
45. 4-1: 10/6, 19/18
46. 1-1: 18/14
47. 2-1: 14/11

Again Joe twice fails to cover. After 14/11, I will have twenty-eight cover numbers next tu assuming, of course, Lee stays out.

47. ... 6-2: Bar/6*
48. 5-4: Bar/20, 12/8*
49. 2-2: 8/6, 20/14 6-2: Bar/6*
50. 6-2: Bar/19, 11/9 5-2: 8/
51. 3-1: 19/15*
52. 2-1: 15/12

Black to Play 2-1



An error that might have cost Joe Dwek t World Championship. The slot (9/6) is correct. W his outfield checkers on the fifteen- and fourte points, Joe has 9's, 8's, and 6-6 to cover — twe numbers in all. This is the equivalent of a dir cover number and is enough to justify the slot

52. ...
53. 2-2: 14/6

This would have covered, had Joe played last turn.

Had he closed his board, Joe would have be about a 70-30 favorite in the game. The differer between this position and that following move 2 that Lee has moved her checkers from the twer two- and twenty-points to the twenty-three- a twenty-two-points, this improving her equity about 10%.

53. ... 6-5: Bar/6*

No more jokes. Lee reenters for the eighth (a last) time.

54. 5-5: Bar/20, 12/7, 9/4, 24/19 6-3: 11/
55. 6-4: Bar/21, 19/13 4-1: 20/24
Resigns

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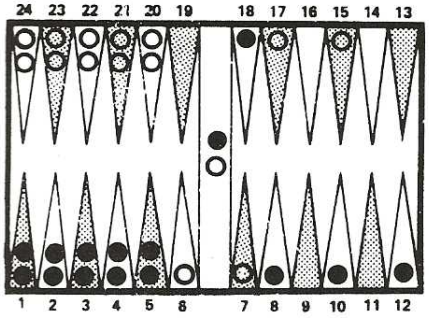
Bill Robertie
382 Mass Ave., Apt. 805
Arlington, MA 02174

PERPETUAL REDOUBLE?

by Bill Kennedy

While thinking about the strange things that can happen in backgammon, I came up with the following position:

Should the Player on Roll Redouble?



Although it is unusual to redouble with only one winning shot, I felt that it was correct here because:

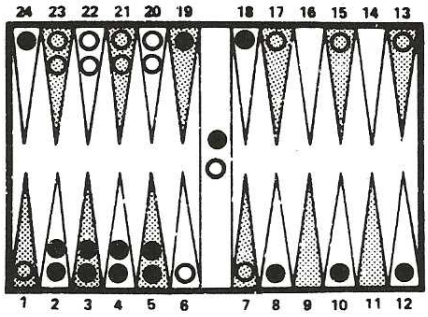
(a) The player who enters first loses a lot if he hasn't doubled, since he is very likely to gammon his opponent.

(b) Possession of the cube has little importance; whoever comes in first will simply blast his opponent off the board. The cube is only likely to come to life if a shot is hit in the bearoff.

So the advantage of rolling first seemed to outweigh the value of owning the cube, and I offered to play this as a proposition, where I would redouble and my opponent wouldn't alternating first rolls.

However, an analysis by Bob Floyd (page 34) shows that, even though the redoubling side should win that proposition, it is not necessarily right to re-cube. Bob is a professor of computer science at Stanford with an international reputation in the design and analysis of algorithms, and a strong interest in mathematical aspects of backgammon. After seeing Bob's analysis, I went back to the drawing board and came up with this:

Should the Player on Roll Redouble?

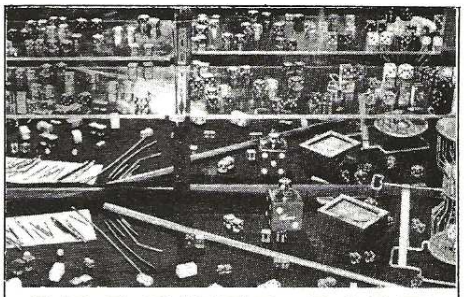


This position is quite a bit different from the first one. The player on roll is now favored to roll the crusher — the key factor. Possession of the cube is important, for the player who is hit first is favored to get a decent ace-point game, where hitting a shot is a distinct possibility. The chance of an ace-point game makes this an easy take.

Nevertheless, the great advantage of the player on roll outweighs the value of owning the cube, and the roller must redouble (if he can afford it).

In this case the infinite series discussed by Bob will add up, because each term decreases. Each successive term is multiplied by 2 and by 16/36 (the chance of a miss).

The idea of the cube rising to some astronomical level seems crazy — but consider that every time you play backgammon for money there is no limit on the cube. You need to be at least half-crazy to play backgammon in the first place. ☆☆



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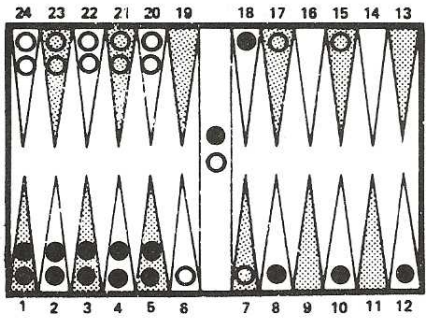
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Riding the Tiger

by Bob Floyd

The problem in Position A was composed by U.S. Amateur Champion Bill Kennedy. Kennedy's opinion was that the position is a perpetual redouble and take; that is, that each player should redouble until one of them comes in from the bar. The truth is much more complicated than that. Correct cube handling in Position A depends on how wealthy you and your opponent are, and whether he pays up when he loses a bundle (I assume that you do, of course).

A



Let's first work out the expectation (fair settlement value), assuming that the wealth and honesty of both players is great enough that neither hesitates to double or take a double when it is mathematically correct, no matter how high the cube gets. To simplify matters, assume that whoever comes in first will win a gammon; the conclusions would be the same if we assumed an occasional single game, or loss, for the first to enter.

The chance that the first player comes in on his first turn is 11/36; that of the first player failing and the second player coming in on his first turn is (25/36) x (11/36). The 36 to 25 ratio between these chances is repeated for all subsequent turns until one player has come in, so the odds are 36 to 25 that the player on roll will come in first.

If the first player keeps the cube, we would expect that if the position were played sixty-one times, the first player would win twice the cube in thirty-six of them, the second player would win twice the cube in twenty-five of them, and the expectation for the player on roll would be 2x(36-25)/61 = 36% of the cube.

If the first player redoubles and the second player keeps the cube, the stakes are twice as high with everything else the same, and the expectation for the first player would be 72% of the original cube, so it is clearly better to redouble if your opponent will not redouble, but it is also a clear take.

If the first player redoubles and the second player re-redoubles, and they keep this up until one or the other comes in, the first player's expectation is some fraction E of the cube. The equation for E is:

$$E = 2x(11/36 \times 2 - (25/36)E)$$

where the first 2 results from the cube turn, the second is from the gammon, and the minus sign is because if the first player fails, the second player's positive expectation is the first player's negative expectation. The solution of this equation is E = 51% of the original cube. (We shall see later on that there is a logical fallacy in applying this equation to this problem).

So, apparently, the player on roll does best to double, and his opponent holds the first player's expectation down to 51% of the cube by taking and redoubling. However, this position has a great likelihood of reaching very high stakes; the chance of a 1024-cube, with each player dancing four times, is a $(25/36)^8 = 5.4\%$. Eventually, one will decide not to redouble because he can't cover his potential loss, or because he can't afford to take the re-redouble, or because he doesn't trust his opponent to pay. Let's let E (i) be the first player's expectation as a multiple of the original cube if the cube is turned one time then held. We already know that E(0) = .36, E(1) = .72. The equation that gives all the E's is $E(i+1) = 2x\ (11/36 \times 2 - 25/36 \times E(i)) = (44\text{-}50\ E(i))/36$. This table gives some of the solutions:

i	e(i)
0	.36
1	.72
2	.22
3	.92
4	-.05
5	1.30
6	-5.8
6	-.58
7	2.05
8	-1.63
9	3.48
10	-3.61

If the first player redoubles on his first three turns, then chickens out when faced with turning the cube from 128 to 256, his expectation is **minus** 58% of the cube, far worse than the 36% he expects if he doesn't double at all. If the first player is the one who eventually keeps the cube, he should not double the first time; the longer he doubles, the more he can expect to lose, unless he can afford to keep it up longer than his opponent. When you ride the tiger, getting off is the hard part.

If the cube is in the middle, though, the first player must double, under the Jacoby rule, to activate the gammon. By doubling, accepting the redouble, and holding the cube, his expectation is E (2) = .22; if he declines to double, accepts a double from the second player, and holds the cube, his expectation is 11/36 - 25/36 x E(1) = -.19.

Because of the potential for very high stakes in this position, I would ask any opponent to agree to put cash on the table to back each redouble and each take.

Now, let's go back and look again at the equation for the expectation when the game is played as an infinite redouble (bearing in mind that it can't really happen because no backgammon player is infinitely rich). The true expectation to the first player (let's say Black is on roll) is an infinite sum:

4 x 11/36, (Black enters on his first roll)

-8 x 25/36 x 11/36, (White enters on his first roll)

+16 x $(25/36)^2$ x 11/36, (Black enters on his second roll)

-32 x $(25/36)^3$ x 11/36, (White enters on his second roll)

+32 x $(25/36)^4$ x 11/36, (Black enters on his third roll)

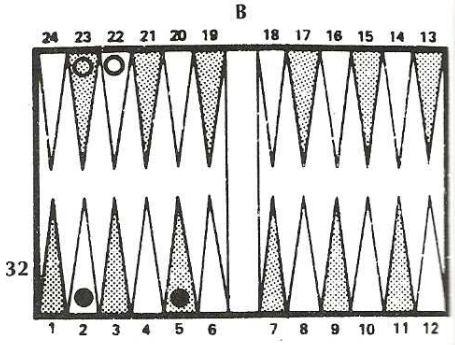
etc.

which equals 1.22 - 1.70 + 2.36 - 3.27 + 4.55 - 6.32..., a series which doesn't add up to .51 times the cube. It doesn't "add up" to anything. It alternates between being larger and smaller than .51, getting further and further away. Technically, this a "divergent series," and the usual formula for the sum of an infinite series doesn't apply to it. The equation for expectation when both players redouble gave a number that **would** be the sum **if** the series had one, but it **doesn't** have one. The average amount you win in this position, assuming you do win, is **infinite;** so is the average amount you lose. The expectation for the first player if the game is played as a perpetual redouble is not .51 times the cube, or any other number; it is infinity minus infinity. If you know how much that is, please tell me, and I'll notify the mathematicians. The practical reality of the position lies in the analysis that takes the players' limited resources into account; the player with the larger bankroll, if both are honest, or player who is prepared to welsh on a large bet, has the advantage.

In all such positions, a player who can't otherwise afford to give a mathematically correct redouble should sell a share of his equity in the game. However, in Position A, no finite amount of financial backing is certain to be enough. If your backing is better than your opponent's, you should redouble, but be careful; he may have rich friends you don't know about.

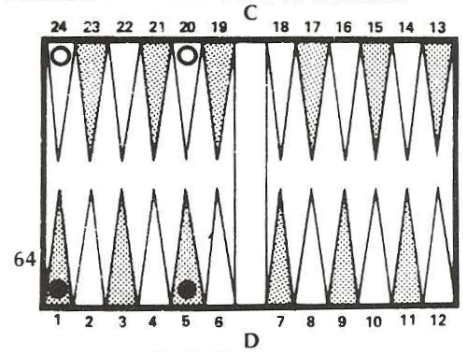
There are other positions where correct cube play depends on financial resources, although not in such a dramatic way. In Position B, Black should not redouble unless White can not afford to re-redouble.

B

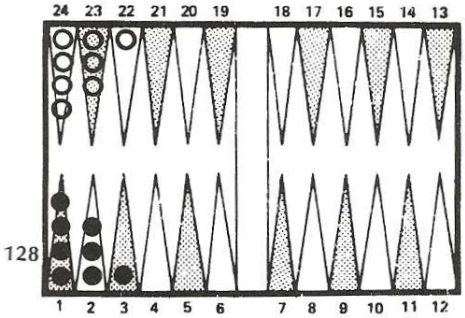


In positions C and D, Black should only take a redouble if he can afford to re-redouble.

C

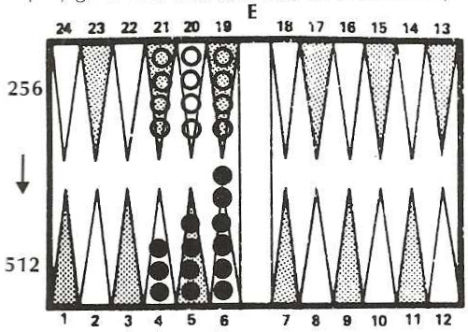


D



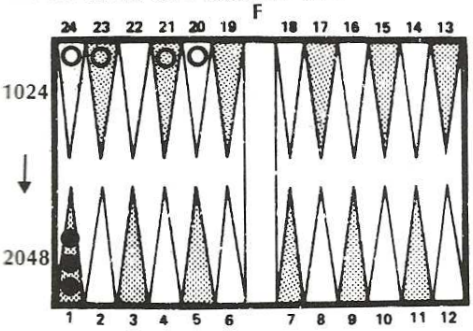
In Position E, Black has about a 24 percent chance of winning if the game is played to the end. If he can afford to re-redouble, his cube equity gives him a take; if not, he should drop.

E

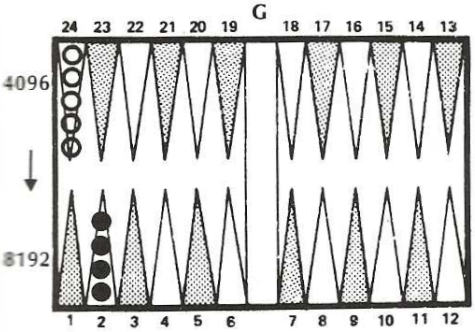


In Positions F and G, Black should only beaver if he can afford to re-redouble later.

F



G



FUN FACTS
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A BOARD GAME WITH MOVABLE PIECES IS DEPICTED IN THE TOMB OF QUEEN NEFERTARI OF EGYPT, IN A PAINTING *MADE ABOUT 1250 B.C.*

● In 1970, William Edward Bushey, then Lieutenant Commander, United States Navy, wrote a thesis titled GAMMON, an approach to the concept of strategy in game-playing programs? It was submitted in partial fulfillment of the requirements for the degree of Master of Science in Computer Science from the Naval Postgraduate School. This 141-page document is remarkable in that it preceded not only the seventies' backgammon craze, but also foresaw the popularity of game-playing computer programs.

● In 1943, the most popular game in the Armed Services was Acey-Deucey? Hollywood, obviously, was unaware, as none of the war movies made during that period feature or make reference to this backgammon variation.

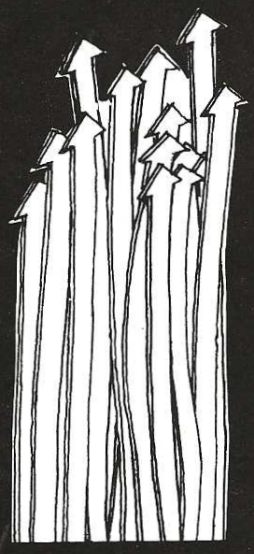
● Bruce Becker, author of Backgammon for Blood, has never been identified? He is thought to be a New York-based writer who writes strictly for money. Supposedly, his modus operandi is to rush a "how-to" book to his publisher on whatever the current fad is. In 1974, it was backgammon. Many of the radical moves in his book are now believed to be the mistakes of someone unfamiliar with the game, rather than advanced genius plays.

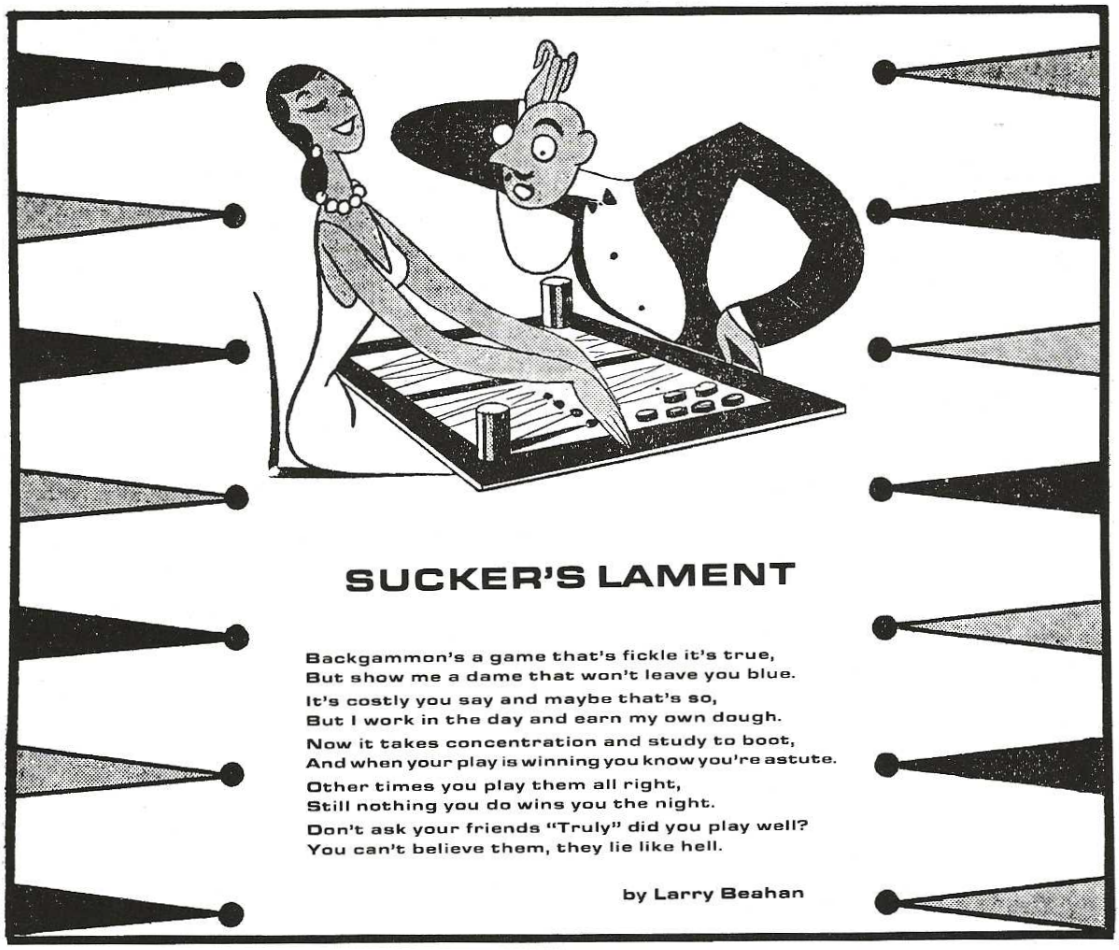
● Many of the discarded backgammon books of the thirties (The New Backgammon, Backgammon of Today, etc.) re-surfaced in the seventies to capitalize on backgammon's new found popularity? The publishers of these books did a great disservice to backgammon by passing these poorly written antiquated books off as the happening thing. Many who rushed to buy these dull books obviously could not see what the current excitement was all about.

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Don't ask your friends "Truly" did you play well?
You can't believe them, they lie like hell.

by Larry Beahan

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BACKGAMMON BIZ

BOOKS — seem to be the way to go for the backgammon entrepreneur. New entries include **Barr on Backgammon,** a collection of backgammon columns by Ted Barr ($9.95); **Winning is More Fun,** a self-published enterprise by San Diego's Jeff Ward ($17.95), and the long awaited **Backgammon Master Games** by Bill Kennedy and Chuck Papazian ($28.50).

The prolific publishers Kent Goulding; and Danny Kleinman are also at it again. Kleinman's new entry is **Meanwhile, Back At The Chouette.** Goulding is at this moment printing the sixth volume of **Backgammon with the Champions.** So far, Goulding has immortalized these matches: Margriel vs Eisenberg; Senkiewicz vs Robertie; Papazian vs Tomchin; Chafetz vs Dwek; Seidel vs Hodis.

Recently, a New York publishing house called to tell us that *David Dor El* author of the Clermont Book of Backgammon, had a new comprehensive book hot off the press. **The Master's Moves,** is a manual of illustrated backgammon matches pitting you against the masters. Canadian backgammon master, *Michelin Chabot's* first publishing effort is now available in America for $15.00 U.S.. **BACKGAMMON How Much Should You Bet?,** tackles the heretofore unexplored areas of money management and probability applied to betting.

ELECTRONIC BACKGAMMON GAMES — have not always delivered. For that reason, the field has narrowed and only the better products survive. At the recent Electronics Show in Las Vegas, only three companies had a backgammon promotion. Tryom Inc. continues to promote its excellent Omar and the improved Gammonmaster. Fidelity had the sophisticated Backgammon Challenger on display; and, Mattel was showing the popular computer that they simply call Backgammon.

Also available are many backgammon programs for us with Home Computers and television hookup games. Companies offering these programs are Atari, Intellivision, Activision, Commadore, Radio Shack, Apple, etc.

CRISLOID — is the Rhode Island plastics company that makes those great flat tournament boards. Recently, Paul Cipola, a Crisloid VP was interviewed. Here are some of his observations based on thirty-one years of experience with the business of games.

"A slow economy means a sales increase for board games because people stay home and entertain themselves."

"At top speed, Crisloid produces one million dice a week."

"The 70's were the real game period. Board games including backgammon have peaked out and leveled off now."





THE LIST
(Alphabetically)

Fred Chamanara	**Alan Lorenz**
Mike Corbet	**Darryl Marcus**
Billy Eisenberg	**Howard Markowitz**
Tom Gilbert	**Jeff Mervis**
Tony Goble	**Jimmy Pasko**
Billy Horan	**Joel Rettew**
Gaby Horowitz	**Bruce Roman**
Jim Howe	**Russel Sands**
D I Long	**Joe Suzyn**
David Leibowitz	**Bob Wilensky**

"IF YOU'RE NOT ON THIS LIST WILL YOU STILL BE MY FRIEND?"

by Kathy Posner

Nothing creates greate controversy within a group as when certain members are singled out for some distinction. No matter what criteria or personal judgment is used in formulating choices, there will be diverse disagreement.

The Backgammon Magazine revels in creating such controversies. I made an error in judgment when I mentioned to Michael Maxakuli that some women players had discussed who they thought the most attractive male players were. Michael loved the concept and asked me to expand it into an article. Of course this list is going to be totally biased and unfair, because out of the hundreds of available selections I tend to be prejudiced toward my friends. There will also be men left off, because I have either never met them or didn't think of them at the time of inception.

So when you write me nasty letters, in care of this magazine, or stop speaking to me, please keep in mind that I'm basically a nice person who was backed into a corner.

The list reflects many points besides just fair of face. Anyone, with enough plastic surgery, exercise, or a good tailor can be made to appear attractive.

Good looks can be fleeting, so the following criteria was used in selecting names.

1. PHYSICAL APPEARANCE - The total package of face and body.
2. STATURE - The man must be easily recognized and have spectacularity within the backgammon world.
3. PERSONALITY - Attitude, charm, charisma.
4. BG SKILLS - The ability to play well while still looking attractive.
5. ABILITY TO COMMUNICATE - This man can express his thoughts both in gambling and life and make sense.
6. TASTE OF CLOTHES - Does he look as good dressed as undressed?

These conditions might seem ludicrous to those people who feel that attractiveness is what is inside a person. I agree that the spiritual is more important than the flesh, but when a group of women are drinking and talking lustfully, "Frankly, Scarlett, we don't give a damn!" ☆☆

BARCLAY COOKE

Deceased 11/29/81



BACKGAMMON: THE CRUELEST GAME (Author Bio 1974)

Barclay Cooke was born in 1912, and graduated from Yale in 1934. For a year thereafter he worked as a roustabout in the oil fields in the South, then for a bank in New York City, but when he found that this job interfered with his attendance at Yankee Stadium, the Polo Grounds, and Ebbets Field, he left with no regrets.

Though Mr. Cooke is widely acknowledged to be one of the three or four best backgammon players extant, he feels that his true metier is as a big-league baseball manager, a post which will never be offered him.

Mr. Cooke is married, has four children, lives in Englewood, New Jersey, and during the season can be found in the second row of the Metropolitan Opera orchestra every Friday night.

PARADOXES AND PROBABILITIES (Author Bio 1978)

Barclay Cooke graduated from Yale in 1934, is married, and lives in Englewood, New Jersey. Though he is devoted to classical music, including Bach, Beethoven, and Brahms, he insists that for him the three B's are baseball, backgammon, and bridge.

CHAMPIONSHIP BACKGAMMON (Author Bio 1980)

Barclay Cooke is a backgammon expert and International Champion who ranks as one of the leading players and theoreticians of the game. He is the author of Paradoxes and Probabilities and Backgammon: The Cruelest Game, written with Jon Bradshaw and considered to be the best backgammon primer available. Mr. Cooke resides in Englewood, New Jersey.

NEW YORK TIMES (Obituary 12/2/81)

Barclay Cooke, a world-class backgammon player and author of books on the game, died Sunday at his home in Englewood, N.J. He was 69 years old.

Regarded by some peers in the 1970's as the best backgammon player in the world, Mr. Cooke was the backgammon champion many times of the Racquet and Tennis Club in New York. He achieved world renown in the early 1970's with his play in backgammon's first official international duplicate tournament.

With his late son, Walter, Mr. Cooke won the British-American Backgammon Cup in 1973. The following year, they were on the team that won the World Cup for Backgammon.

Among his books were "Backgammon: The Cruelest Game" and "Paradoxes and Probabilities."

Mr. Cooke, who was born in Passaic, New Jersey, graduated from Yale University in 1934. He was an expert hockey player as a student and played with the St. Nicholas Hockey Club in New York.

Mr. Cooke is survived by his wife, Madora; two daughters, Madora Soutter of Manhattan and Rebecca MacLean of Hingham, Mass; a son, Barclay Jr. of South Lyme, Conn.; a brother, Robert, of Remsenburg, LI; and seven grandchildren.

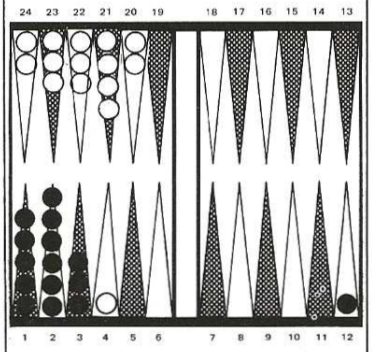
Barclay Cooke was loved by all. Upon his death, the *Backgammon Magazine* received many letters praising him as the "best in the world," the "most unselfish human being" and the "greatest friend backgammon ever had." During the Courvoisier Bahamas Tournament, a tearful moment of silence reminded the 400 in attendance how much Mr. Cooke would be missed.

We tried and tried to write the proper obituary but finally decided that it was said best in the letter we received from Barclay's friend Lee Silverstein . . .

Barclay Cooke first came to Minnesota in the Fall of '78 and returned twice more during the September Renaissance Tournaments named for him. He lectured and played demonstration games on a large board before our group. Perched on a bale of hay, he took all comers for one dollar a game, returning the proceeds to the Club. He donated the Barclay Cooke Trophy for the annual event and was an active adviser to our organization. All expense reimbursement checks were returned torn up. The fact that he came back to us each year, without compensation, convinced us of his genuine love for the game and the players of this area.

During his visits and in countless phone calls Barclay would often say that a particular play "simply cannot be wrong." He would talk about "Natural Players," those born with the intuition to consistently make the correct move even if they don't know why. And he would talk about "luck" — which to him was a very real quality possessed some people in the same way that others had superior positional or mathematical skills.

Barclay's wonderful sense of humor shows in his answer to a problem sent him a year ago:



SCORE IS 5-5 IN A 7PT. MATCH. BLACK IS MUCH THE BETTER PLAYER OF THE TWO. SHOULD BLACK DOUBLE? SHOULD WHITE ACCEPT?

Barclay replied: "On your position and score. Against a top player, I'd double like a shot and hope he took. Against a hopeless player, I would NOT double unless I, from the previous games in the match, could deduce that he'd probably drop. Here's a case where I'd rather be against an expert. Somehow all my life I don't mind losing to an expert's good dice, but it kills me to have a tyro out-luck me." 'On the take side:" as a poor player against an expert, take. There's no difficult decision here. It's common sense. You can't let the weak player have the edge and conversely you gamble it with the good player because to beat him two games in a row is too rough a prospect. Regarding Lee, this position, tell him, is not relevant because I would have won the match far before this set-up occurred!!"

On November 29th, 1981, Barclay Cooke died at the age of 69 from injuries suffered in an accident. Barclay had special feelings for his friends in Minnesota, and we for him.

Barclay Cooke born in 1912 in Patterson, N.J., educated at St. Paul's in New Hampshire, graduated in English from Yale in 1934. Married Madora in 1935. Started playing backgammon in 1940. Moved to New Jersey in 1949. Lifelong interests: backgammon, baseball, bridge, classical music, opera, family, Hattchets Point, Connecticut, hundreds of hours at the Racquet Club, and announcing Ranger Hockey games.

THE COGNAC COURVIOSIER WORLD TEAM BACKGAMMON CHAMPIONSHIP

This brilliantly-conceived event featured free entry and a prize of $10,000 contributed by Courvoisier. In addition, Courvoisier sent representatives who greeted the enthusiastic crowd, hosted the awards cocktail party, and distributed dozens of unique and practical trophies.

The trophies were cammon replicas containing large bottles of Courvoisier and the appropriate engraving. A fun affair. The participants were:

EUROPEAN TEAMS

U.K. I
Stephen Raphael
Lewis Deyong
Peter Gold

U.K. II
A.J. Preston
J. Alvarez
J.P. McManus

U.K. III
D. Markwick
B. Johnston
J. Barton

LOST BROTHERS
Philip Elghanayan
Wojtek Janowski
James Ballie

FRANCE I
G. D'Arcangues
R. de Surmont
M. Cahmi

COUPOLE I
Michele Keller
M.T. Huguenard
Avramidis

MONACO
A. Rolfo-Fontana
G. Rolfo-Fontana
Olavi Lehto

FRANCO TESTA (ITALY)
Facchetti
Cavazzi
DeSocio

ITALY
Luigi Villa
Nino Matire
Roberto Caprio

PARIS FRANCE
Marcel Baquiche
Patrice Hattu
Herve Pietraru

GROSVENOR FIRST TEAM
Murray Henderson
Martin King
G. Crawley

SWISS
N. Erdeniz
R. Rosenzweig
F. Narboni

SPAIN I
P. Fresneda
M. Alferez
M. Fresneda

GERMAN MIX
H.J. Bud-Monheim
E. Fisher
T. Hey

FINLAND
Jaakko Salava
Pertti Pasanen
Matti Karsikko

SPAIN II
C. Alvarez
E. Chetrit
Fiorentini

BEA I
Alberto DaPra
Maria DaPra
Gilio Bressan

THE AMERICA'S

CONTEX
Len Phillips
E. Simms
Diane Haley

BAHAMAS I
Ray Lightbourn
Cyril Vanderpool
Bill Johnson

CANADA II
E. Kaulman
Frank DiPesa
E. Goldstein

MEXICO
J. Aburto
J. Planas
R. Aburto

BAHAMIAN EAGLES
Alona Azaria
Rosemarie Motakhasse
Alea Lawson

BAHAMAS II
Nick Pelecanos
Sean McWeeney
Mike Lowe

USA TEAMS

MANHATTAN
Jim Jacobson
Jim Painter
Aileen DeMoulin

LAS VEGAS
Michael Maxakuli
Chip Reese
Les Boyd

PEYOTES
Bill Eisenberg
Sandy Trent
Phillip Trent

TURNBERRY SOUTH
Janice Gold
Howie Marcus
Madelynne Marcus

LUCKY STRIKE
Gino Scalamandre
Katy Wright
Adrian Swartz

QUACKERS
X-22
Erik Seidel
Billy Horan

PARK 65
Avi Samuels
Ijaz Malik
William Strasser

SOUTH FLORIDA
Art Dickman
Mike Corbett
Bill Ellis

PHIL CAVENDISH-
Nate Bereson
Ed Richmond
Ed O'Laughlin

JET SET
Marc Gardner
Jessie Sammis
Felix Foux

SNAKE
Bob Cowley
Jim Pasko
Kumar Motakhasses

TURNBERRY
Jason Lester
Peter Weichsel
Tony Goble
Marshall Beattie

U.S.A. II
Aram Kouleyan
Randy Ecoff
Wayne McClintock

USA I
Mike Senkiewicz
Kit Woolsey
Kent Goudling

LONG ISLAND I
Steve Keats
Bob Bishop
Phil Litrel

AMERICAN WOMEN
Lee Genud
Nancy Weichsel
Ellen Jacoby
Shirley Elghanayan

EAST COAST
Mike Labins
Narvey Goldman
Al Tesoro
Steve Avery

DRACULA CLUB
Perry Gartner
Jean Noel Grinda
Neil Deutsch

KALOOKI KIDS
Kathy Dent
Betty Wacht
Lorrie Mickle
Audrey Robb

LONG ISLAND II
Bob Hill
Bob Lumbra
Dave Gustin

NYC MAYFAIR
Russell Sands
Steve Zolotow
Arthur Dickman

BAHAMA REJECTS - X22
C. Lucks
C. Lloyd
Carol Ellis

MISSOURI
Barbara Glazer
Leonard Glazer
Nancy Laiderman

LESLIE'S LEGION
Leslie Stone
Jim Jacoby
D.I. Long

CONTINENTAL
Tobias Stone
Fossi Elghanayan
Kyle Larsen

IBA
Dr. Burrascano
Sue Boyd
Vic Hunter

CHICAGO
Valerie Valentine
Stanley Steele
Ken Bond

FLYING LADIES
Norma Gartner
Dorothy Sammis
Vanieta O'Brien

BIG THREE
Rennold Wacht
Alfred Dent
James Wykoff

BAHAMAS III
Glen "Flo" Saunders
Rene Aston
Janet McKay

CANADA I
Louis Dobrich
Tono Puhm
Dimitri Vesselinov
Susan Weil

AUSTRALIA/CANADA
Sam Korman
Bud Ashmore
John Rockwell

BAHAMAS IV
Richard Van Tooren
Sylvia Cole-Tierney
Mickey Williams

BRAZIL
David Chalom
Meyer Pesso
Allan Fauru

TORONTO CANADA
Charles Morrison
Ken Parsley
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BOOKS & PUBLICATIONS

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AUSLEY'S LAWS OF BACKGAMMON

by John Ausley

- There are three types of Backgammon players: mathematicians, gamblers, and winners.
- If you watch, it's a game. If you play, it's fun. If you survive, it's recreation. If you win, it's ability. If you lose, it's bad dice. If you understand all of this, it's hopeless.
- Those who can, play. Those who can't, talk propositions.
- Tact in milking a weaker player consists of knowing how far to go too far.
- When you're rolling unbeatable dice be somewhat apologetic, all the way to the bank.
- A lot of backgammon instructors and teachers have no class.
- In Backgammon, Time wounds all heels.
- Anybody can win a tournament, unless there happens to be a second entry.
- In a fight between you and the odds, back the odds.
- Winning is overemphasized. The only time it's really important is when you're playing backgammon.
- The world is full of willing losers; some willing to lose heavily, and the rest willing to let them.
- Getting your points up is easy, it's keeping them up that's the trick.
- Most of the backgammon hierarchies were established by men, who now monopolize the upper levels of the game, thus depriving most women players of the opportunity to achieve similar incompetence.
- The only truly consistent player I ever met was one that was dead and buried.
- Kibitzers should never talk unless they can improve the silence.
- I once asked a Burmese player why the women players in his country, after centuries of following their men, now walked ahead of the men. He explained that there were many unexploded land mines since World War II.
- In a chouette, faults are mentioned thickly where friendships run thin.

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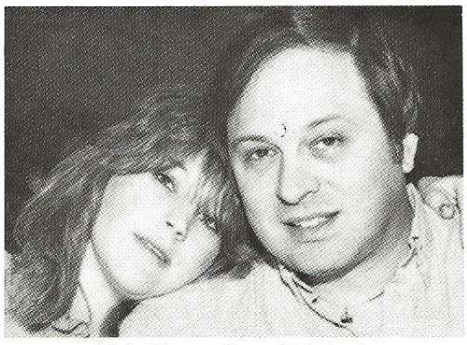
TOURNAMENT RESULTS



Carol Cole, Peter Kalba

WINTER WEEKEND II

Flint, Michigan (January 15-17, 1982) Director - Carol Cole, Turnout - 155, Money-Over $20,000: Championship - 1st: Les Cohen (Flint); tie 2nd: Phil Martorelli (Chicago); 3rd: Yamin Yamin (Chicago); 4th: Howard Markowitz (Chicago). **Intermediate** - 1st: Butch Meese (Indianapolis); 2nd: John Niles (Pontiac/Flint); 3rd: Terry Graves (Valparaiso); 4th: Charles Halberstadt (Valparaiso). **Beginners** - 1st: Rick Shuman (Plymouth); 2nd: Kathie White (Plymouth). **Doubles** - 1st: Lloyd Oman/Frank Talbot (Lansing/Detroit/Flint); 2nd: Dave Cardwell/Mike Giordano (Jackson/Detroit).



Kathy Posner, Howard Markowitz

5TH ANNUAL MARYLAND STATE BACKGAMMON CHAMPIONSHIPS

Hunt Valley, Maryland (December 4-6, 1981) Director - Larry Lauer, Money - To Multiple Sclerosis, Championship - 1st: Les Bart (Potomac); 2nd: Mike Tuohy (Severna Park); 3rd: Dick White (Potomac); 4th: Herb Avram (Silver Springs). **Intermediate** - 1st: Mark Gordon (Baltimore); 2nd: Bill Wilner (Baltimore); 3rd: Rich Stillman (Rego Park). **Beginners** - 1st: Richard Jacobson (Towson); 2nd: Felicia Walsh (Cockeysville). **Doubles** - 1st: Richard Graham/Al Streett (Baltimore); 2nd: Les Bart/Kent Goulding (Potomac/Kensington).



Fred Chamanara

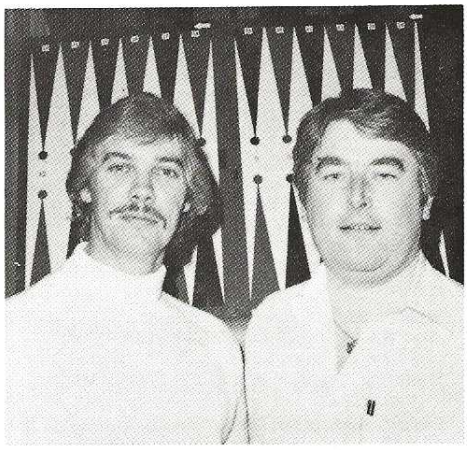
Norman Weinstein



Valerie, Michael, Howard

8TH ANNUAL CHICAGO CUP

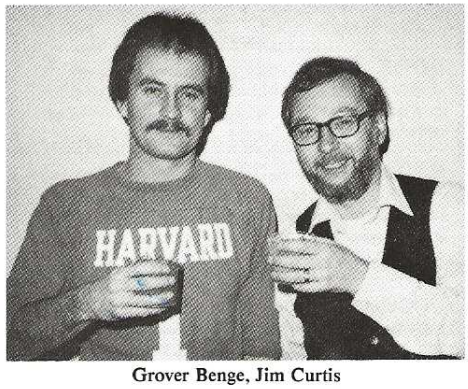
Chicago, Illinois (November 27-30, 1981) Director - Valerie Valentine, Turnout - 200, Money - $35,000, Championship - 1st: Norman Weinstein; 2nd: Fred Chamanara; 3rd: Harold Seif; 4th: Gino Scalamandre. **Intermediate** - 1st: Jeff Henry; 2nd: Dean Adamian; 3rd: Marilyn McMaster; 4th: Carol Cole. **Doubles** - 1st: Michael Maxakuli; 2nd: Carol Cole/Les Bart; 3rd: Katie Wright/Gino Scalamandre; 4th: Bentley Fender/Dr. Bob Hill.



Jeff Baker, Leslie McBride Singleton



Martha Sturtevant



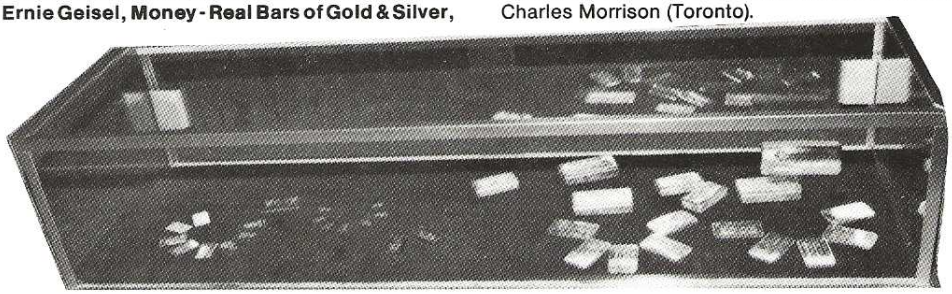
Grover Benge, Jim Curtis

29TH INDIANA OPEN CHAMPIONSHIP TOURNAMENT

Indianapolis Athletic Club (November 27-29, 1981) Director - Ralph Roberts, Turnout - 70, Championship - 1st: Grover Benge (Indpls.); 2nd: Jim Curtis (Indpls.); 3rd: Dave Hanold (St. Louis); 4th: Mark Jones (Indpls.). **Intermediate** - 1st: Bob Maurer (Madison); 2nd: Gary Stern (Steubenville); 3rd: Kevin McLeaster (Ft. Wayne); 4th: Fleet Underwood (Warren). **Championship Last Chance** - 1st: Leslie McBride Singleton (London). **Doubles** - 1st: Van Vandivier/Jerry Ungar (Indpls./Cincinnati); 2nd: Bill Hodes/Frank Baldwin (Indpls.).

GOLD & SILVER TOURNAMENT

Hamilton, Ontario (November 1981) Director - Ernie Geisel, Money - Real Bars of Gold & Silver, Championship - 1st: Hal Heinrich (Hamilton); 2nd: Charles Morrison (Toronto).



SAN DIEGO OPEN

San Diego, California (November 13-15, 1982) Director- Roy Springer, Championship - 1st: Ron Nissenson; 2nd: Ed Ragsdale; 3rd: Steve Goldman 4th: Wilson Fields; 5th: Frank Gonsenhauser. **Intermediate** - 1st: Hossein Zomorrdodi; 2nd: Ted Nutter; 3rd: Fred Louie; 4th: Mike Svobodny; 5th: Scott McKenzie; 6th: Bob Glass; 7th: Joe Russell. **Beginners** - 1st: Carol Watson; 2nd: Jeff Levitt; 3rd: Sean Costa; 4th: John Cover; 5th: Gary Lee Goerner; 6th: George Alessi.

ANNUAL NEBRASKA CHALLENGE CUP

Omaha, Nebraska (October 22-25, 1981) Director - Terry Peterson, Championship - 1st: Bernie Pygon (Chicago); 2nd: Jim Painter (St. Louis); 3rd: Jack Fagan (St. Louis); 4th: Tom Neubauer (Omaha). **Intermediate** - 1st: Mark Laughlin; 2nd: Mike Steele.

Ron Nissenson, Roy Springer



WINTER CHAMPIONSHIP CONNECTICUT BACKGAMMON SOCIETY

Hartford, Connecticut (November 1981) Director - Rob Roy, Turnout - 55, Money - $1,055, Championship - 1st: Mark Rosenberg; 2nd: Ron Werthiem.

5TH ANNUAL NEBC BENEFIT BOSTON SYMPHONY ORCHESTRA

Cambridge, Massachusetts (October 30-November 1, 1981) Director - Francesca Parkinson, Turnout - 250, Money - $41,500, Championship - 1st: Malcolm Davis; 2nd: Chris Peterson; 3rd: Bill Robertie; 4th: Gino Scalamandre. **Championship Consolation** - 1st: Ellen Jacoby Lee; 2nd: Leslie Stone; 3rd: Kent Goulding; 4th: Al Hodis. **Intermediate** - 1st: Ernest Pittelli; 2nd: William Karalekas; 3rd: Connie Machakos; 4th: Mortimer Bader. **Ladies Prize** - $750 - Vaneita O'Brien.

CAVENDISH WEST TOURNAMENT

Los Angeles, California (December 4-6, 1981) Director - Ricky Sax, Turnout - 64, Championship - 1st: Hugh Sconyers; 2nd: Todd Vander Pluym; 3rd: Dennis Stone; 4th: Mark Ann. **Intermediate** - 1st: Farzan Gamrood; 2nd: Joe Russell.

Las Vegas GRAND NATIONALS & HOLIDAY TOURNAMENT

THE GRAND NATIONALS is a regional tournament concept promoted by **Henry & Kate Wattson**, and **Louise Goldsmith.** The trio is responsible for the formation of Backgammon Championships, Inc. and the publication of the Backgammon Times Newspaper.

The idea was to hold thirty-two player, small entry tournaments ($50) nationwide throughout the year. The winner of each group of thirty-two would receive an all-expense-paid trip to the Dunes in Las Vegas, and a free shot at a guaranteed $50,000.

The notion was not new — it had been tried by other promoters and failed. To their credit Henry, Kate, and Louise pulled it off.

Strong organization and persistence are the qualities that allowed ABC, Inc. to succeed when others failed. Their cause was also helped by the inclusion of regional tournament directors in the plan. All regional Grand National Tournaments were promoted with the approval and help of the local backgammon honcho. Even more, the regional operator, in exchange for his support, was given a piece of the action all the way down the line. An aggressive tournament director could easily have made a big profit, since there were no fixed fees and profit depended on a graduating performance scale. This year the Grand Nationals managed thirty-four groups of thirty-two and broke even. Next year, the local clubs who took a wait-and-see position will likely pitch in to make this tournament a huge success. The results of the Grand National were - 1st: Ken Rothman, 2nd: Chen Fu Yu, 3rd: Bob Cowley, 4th: David Leibowitz. Special Prize - Kevin Brandt entered an even dozen.



Michael Maxakuli, Steve Choi, John Karian, Haig Kendinian

RESULT Championship - 1st: Michael Maxakuli; 2nd: John Karian; 3rd: David Leibowitz; 4th: Vic Hunter. **Intermediate** - 1st: Steve Choi; 2nd: Lowell Howard; 3rd: Bob Paris; 4th: Victor Mitchell. **Beginner** - 1st: Haig Kendinian; 2nd: Joanne Feinstein; 3rd: Gordon Cohen; 4th: Joe Barrack. **Doubles** - 1st: Bill Jones/Bernie Shimabujura; 2nd: Sandy/Lori Lubetkin; 3rd: Jimmy Jacobson/ Henry Wattson; 4th: Chen Fu Yu/Nathan Berenson.

THE HOLIDAY TOURNAMENT — was a Championship Event that ran concurrently with the Grand Nationals. It was a no-frills, traditional tournament, with an average championship entry fee and a familiar format. Not that it was unimaginative or dull — interest was kept high and competition fierce thanks to a hefty sum of added money.

The Holiday Tournament drew good numbers despite predictions that the turnout would be low, due to the state of the economy and the proximity to Christmas. If you let these rumors keep you away, you missed out on a lot of backgammon and a chance at a lot of money. See you next year.









Tie Score Revisited

by Joe Stampher

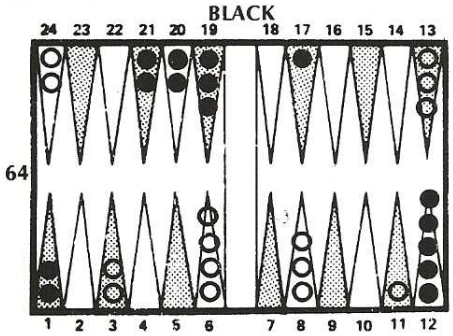
This topic has been covered before, but not, I feel, with sufficient clarity. The tiny bit of mathematics is instructive.

I was competing in a club tournament a few months ago, matched against a peculiarly smug and overbearing young lady who has since disappeared. I don't wish to delve too deeply into amateur (intermediate) psychology, but she seemed intent on displaying her vast backgammon experience at every turn, presumably compensating for her obvious nervousness. At one point I made a necessary defensive move and she immediately exclaimed, "Barclay Cooke! A Barclay Cooke player. Okay."

Now I certainly don't mind being compared to the illustrious Mr. Cooke, but the implication was that I had somehow managed in my foggy state to recall one of his book positions, and that I was merely moving mechanically. What's more, she seemed to imply that if I indeed performed like a Cooke clone, it would be child's play to beat me. Now, no doubt a few of Barclay's statements are controversial, and some recommendations are somewhat dated (e.g. his railing against the split 6-4 opening), but on the whole I think his writings stand the test of time. He might even have given my opponent a fair game.

The match was to nine points and I fell behind 7-3, a victim of lackaluck, a disease causing one to avoid isolated checkers (also termed nohitum). Then like the unabashed expert I am, I caught up with admittedly superb cube handling — I gammoned her in a 2 game by rolling five doubles.

At 7-7 I thought, "Here we go, match on the line." We reached this position:



9PT. MATCH SCORE: 7-7
SHOULD BLACK DOUBLE?

She was BLACK and she didn't double! At first I said to myself, "How arrogant!" for reasons I'll get to later, but of course I knew she didn't understand the fundamental precept —

Double in a tie match with two points to go with ANY advantage.

Scores of experts have discussed this axiom. But the question in the mind's of most players is, "Am I sure that a small advantage, which in this fickle game is often quite ephemeral, is worth the whole ball of wax?"

We can answer this with a simple application of probability theory. If you double and estimate your advantage to be 55%, then your odds of winning the match are just that: 55%. On the other hand, if you hold off doubling, your probability of winning the match is (.55) (X) + (.45) (1−X) = .45 + .1X.

X is your probability of winning one of the last two games and avoiding the gammon. This can be estimated anywhere between 60% and 75% (I like 67%), but notice that unless X=100%, your probability of winning the match will be less than 55%. A double is mandatory.

Now let us assume that you are playing a novice. You figure to win 80% of the games. You obviously would not double in the above instance, since your opponent would have a 45% chance of walking off with all the potatoes. Even if you lose the game, you will still be a 64% favorite.

When should you double?

Answer: When your odds of winning this game exceed your odds of winning the match sans cube. This is figured, letting Q=odds of winning this game: (Q) (.96) + (1−Q) (.64) = Q (You have a 96% chance of winning at least one of the next two games). Q turns out to equal 94%. Therefore you **do not double** until your odds of winning the game become very great. The beginner, of course, should double even when behind, but few beginners even consider using such a weapon.

The following table shows when to double after a relative comparison of your opponent's skills.

7-7 in 9 Pt. Match

Skill Differential Your Advantage	Advantage Needed to Double
.70	.85
.65	.78
.60	.69
.55	.60
.50	.51
.45	.40
.40	.31
.35	.22

Hopefully, the numbers at the bottom of the scale will be less interesting to you.

I have often felt that I was a 65% favorite, and, thus, was quite conservative in my late-match games. Most of the time, however, the cube will be turned rather quickly.

Back to my match.

Since she didn't double with what I estimated to be at least a 55% advantage, she was either arrogant in the extreme, seeing a significant disparity in our playing abilities, or (more to the point), she was ignorant in tournament tactics.

I went on to turn the game around and, with suitable respect, doubled with my own 60% advantage. She dropped! Well, it was consistent.

Unfortunately, I got gammoned in the Crawford game — since when did odds make any difference — but there is one happy note for me. She will never play the game correctly, not with **that** positive reinforcement.

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THE THIRD DEGREE

by Joel Rettew

What are storms? Lately, storm or storming has been heard a lot around the backgammon table. What's up?

When a player is on a hot streak, he is said to be storming. A storm is something that defies the law of averages. In many instances, a cold spell can be a storm, too. The interesting thing about storms is that they have no time limit. It has been noted that some players streak for years not recognizing that they are defying the dice. When the streak ends, the stormer refuses to believe it and inevitably gets "buried" (a self-explanatory term), which then gives us the material for the "Whatever Happened To?" articles.

What is PPG?

Pressure Per Game — a concept developed by one Nick Vacchiano to determine the value of the spot in backgammon. For years now, weaker players, especially in Las Vegas, have asked for positional or money spots to even out a game played against superior players. The spot is usually negotiated. Often the value of the positional spot can be calculated. For example, an opening roll is thought to be worth six to five. Money spots, on the other hand, are more difficult to calculate, especially when it involves the turning of the cube in races and end positions.

PPG is the phantom unexplored area that defeats the better player, even when he believes that he has matched up correctly.

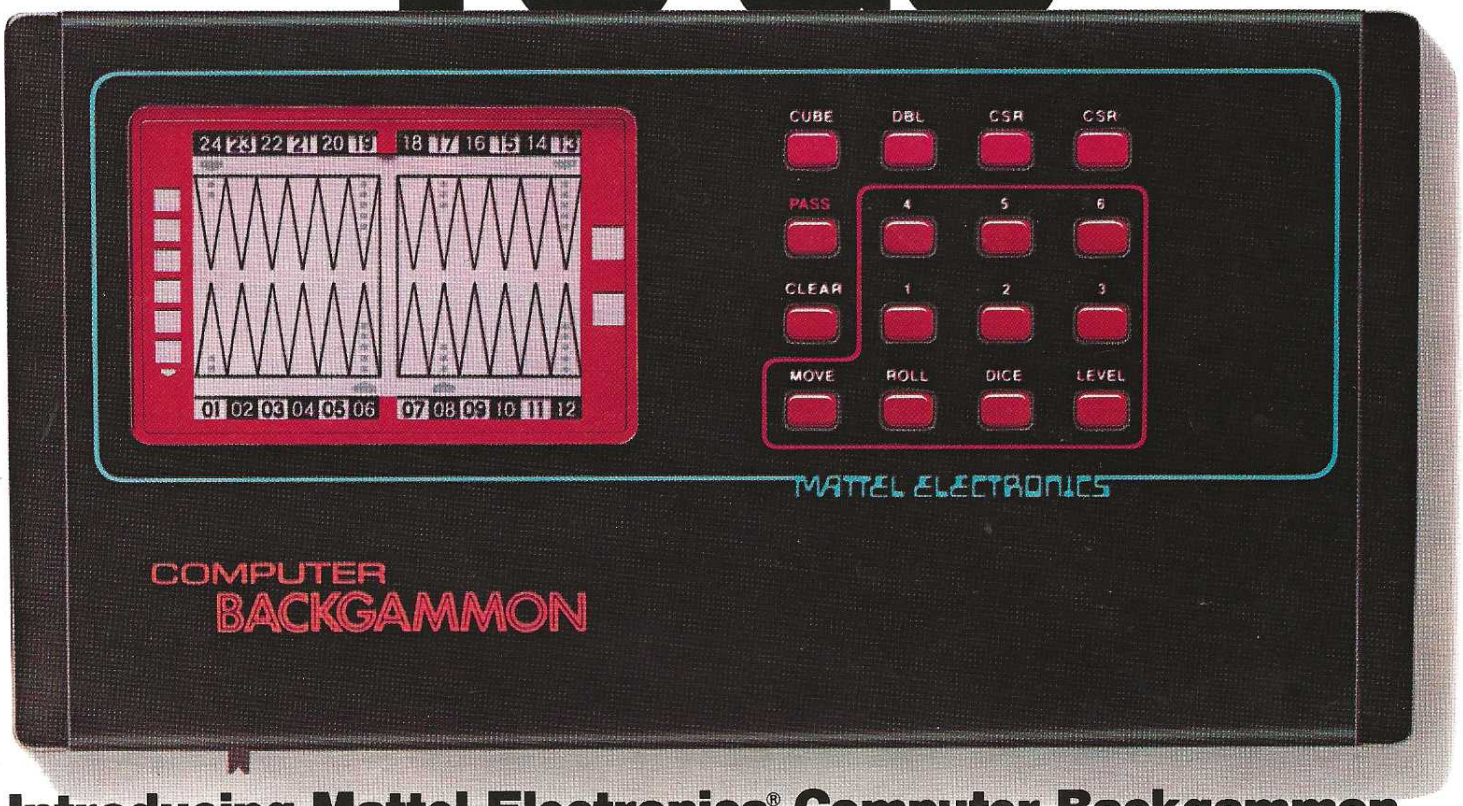
The results as yet are not totally conclusive but, the spot has been found to add an extra strain on a player, not only on his emotions, but on his ability to calculate and reason as well. Decision-making concerning the cube and proper play is affected by the distortion factor of the spot which makes the normally right decision the wrong decision and vice versa.

The cadence of the superior player's game is thus disturbed and the edge goes to the one getting the spot — and this is PPG.

What is Snake?

Snake is two things: One, a slang term for a rolling prime. The term is especially used in propositions where the rolling prime literally snakes around all four boards; two, a backgammon variation, which is played primarily as a basic practice game. Black's pieces are set up as usual (five on B6, three on B8, five on W12, and two on W1), but White has only six men on the board, two each on B1, B2, and B3, the other nine being on the bar. All other rules are as in regular Backgammon.

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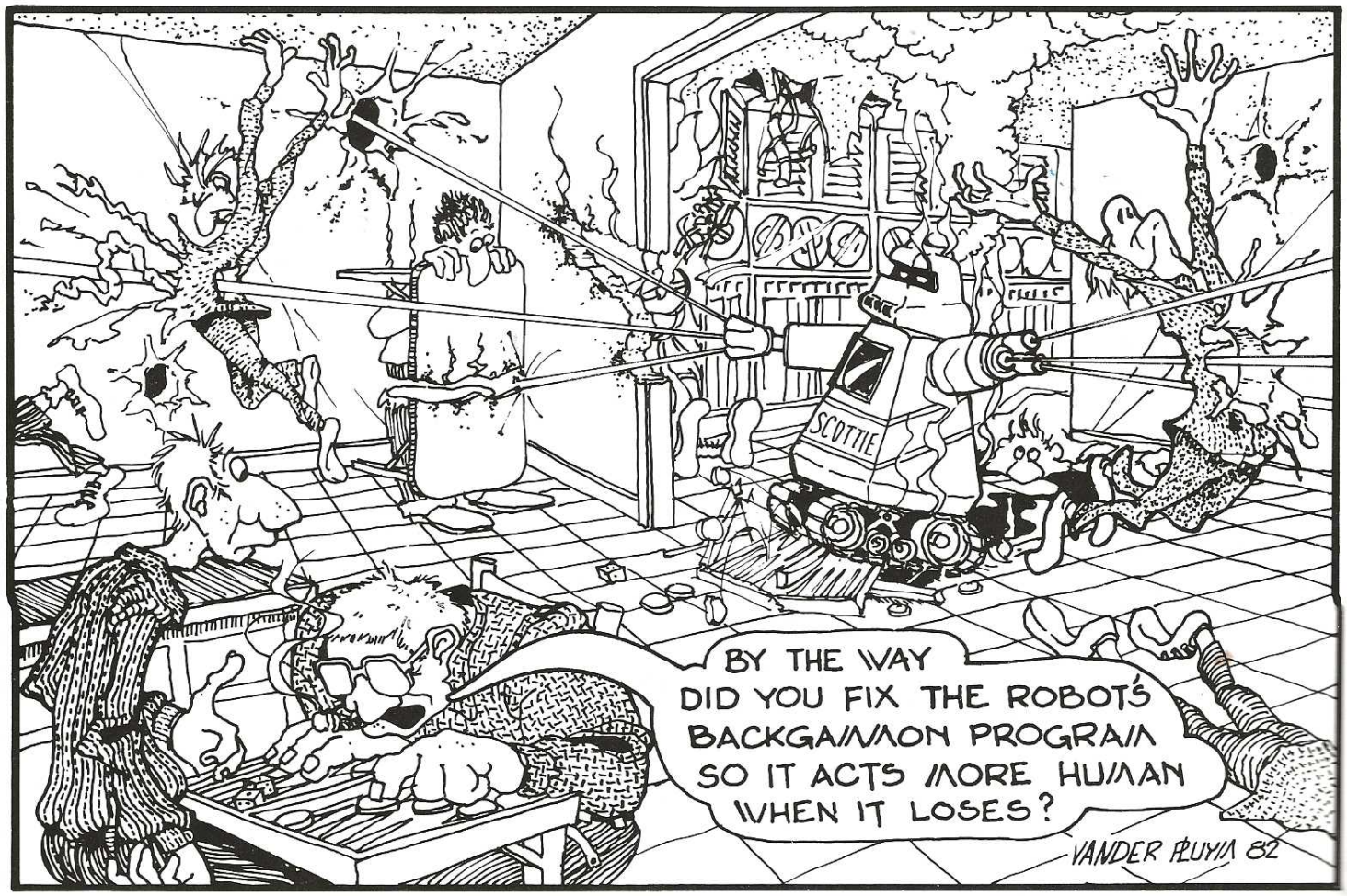
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BACKGAMMON IN ADVERTISING

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



The Ultimate Score

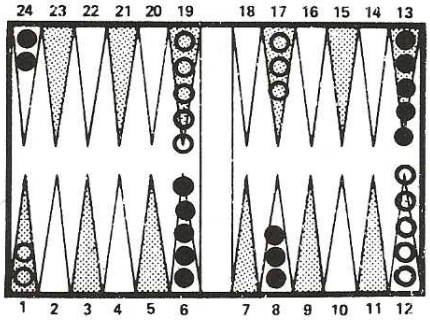
by Bill Davis

When Michael Maxakuli informed me that he had received a registered letter containing a twenty-one move solution to the "Ultimate Backgammon," I figured that I was out $500. You may recall, in the December **Las Vegas Backgammon Magazine,** I offered that amount to the first person who could legally create a twenty-one move (or less) game where Black backgammons White with fifteen checkers on the bar.

Jack Margosian of Brighton, Michigan submitted this twenty-one roll sequence:

1. W (3-1) 1/2 19/22
2. B (6-5) 24/13
3. W (3-1) 17/18 17/20
4. B (4-4) 13/5 (2)
5. W (2-2) 19/21 19/23 12/14
6. B (6-6) 13/7 (4)
7. W (4-3) 12/15 12/16
8. B (4-4) 8/4 (2) 7/3 (2)
9. W (5-1) 19/24x 12/13
10. B (1-1) Bar/24x/23x/22x/21x
11. W (6-5) -0-
12. B (5-5) 7/2x (2) 6/1x (2)
13. B (2-1) 8/6 21/20x
14. B (1-1) 20/19x.18x/17x/16x
15. B (1-1) 16/15x/14x/13x/12x
16. B (6-6) 12/6 6/off (3)
17. B (6-6) 6/off (2) 5/off (2)
18. W (2-1) -0-
19. B (5-5) 4/off (2) 3/off (2)
20. W (2-1) -0-
21. B (4-4) 2/off (2) 1/off (2)

Mr. Margosian cleverly put White on the bar against Black's closed board at move 12. White was not required to roll or play until move 18.

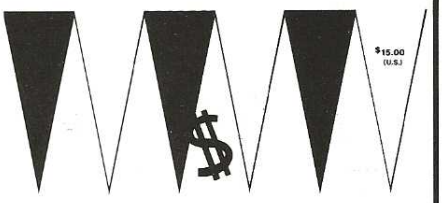


Unfortunately, this solution failed to meet the implied criteria: a player's "move" was meant to be taken as his "turn."

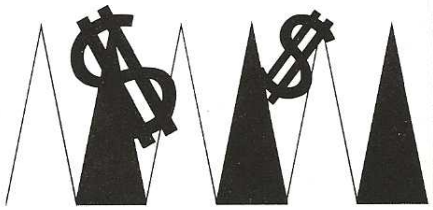
One of the lesser-known rules of backgammon states that a player does not lose his turn when he is closed out on the bar. He still has doubling privileges; he can even roll the dice, should he desire. Therefore, in Mr. Margosian's example, White's "moves" while on the bar should have been recorded as "No play," or -0-.

Backgammon: The Cruelest Game, by Barclay Cooke and Jon Bradshaw (page 195) and **Winning Backgammon,** by Michael Lawrence (page 124-125) give game recording examples supporting my prior statements.

So the offer remains: $500 to the first person who can solve the "Ultimate Backgammon" in twenty-one "turns" or less. ☆☆



BACKGAMMON
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This is a book on how to apply the principles of money management to the game of backgammon.
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N.B. The table of contents will be sent to you, free of charge, on request.

LAUGHGAMMON



Three men waiting to enter Heaven. St. Peter greets the first man. "What was your occupation?" "I was Pope," the man replies. St. Peter welcomes him and escorts him to his quarters – a grubby little cubicle.

St. Peter then asks the second man his earthly occupation. "I was a Backgammon Player." "Come in, welcome!" says St. Peter, and escorts him to a lavish suite.

The third man is puzzled. "St. Peter, the first man was Pope, yet you stick him in that hell hole, the second was only a Backgammon Player, yet you've given him a suite. Why?"

St. Peter says, "Son, we have 65 Popes here, but that's the first Backgammon Player!"

STATIONARY APPROACH

by Jeff Ward

Black can put the finishing touch on his "blitz" by covering the blot on the three-point. If Black succeeds, he paralyzes White; and since White lacks an effective blocking structure, there is little to prevent Black from bringing the rest of his men safely home. With two of White's men on the bar and seven more in the outer boards, White's only real hope of saving a gammon would be the slim possibility of hitting Black during the bear-off.

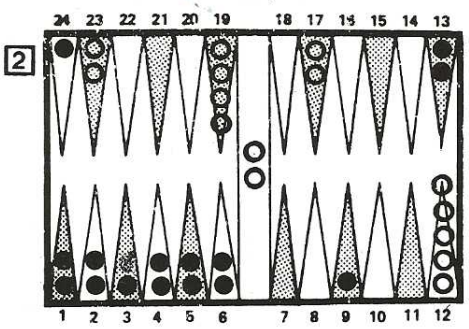
Black needed a 6 or 10 but rolled 3-1 instead; and he must now find some useful way to play this roll. He can immediately reject safetying the blot on the three-point or advancing his back man.

With his opponent almost completely helpless, Black should concentrate on offense with the goal of completing the close-out and winning an easy gammon. Black's objective should be to arrange his men so that as many rolls as possible cover the three-point if White fails to enter.

In the diagram Black has 6's and 10's which hit, or eighteen rolls in all (6's plus 5-5). Obviously, moving 13/9 fails to add any rolls since Black still has only 6's and 10's.

Moving 13/10, 9/8 helps somewhat. Although Black must move the man on the nine-point, now perfectly placed, and still has only one man within direct range; he does add 7's to

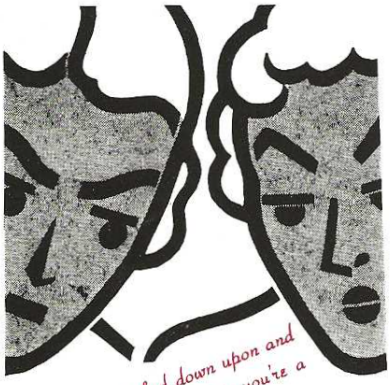
X to Play 3-1



his arsenal of good rolls, increasing his total to twenty-one.

A better play, however, is 13/10, 4/3, switching points. By moving the target from the three- to the four-point, Black's two nearest men are left six and five points away — the ideal arrangement. Now twenty-eight rolls hit the target, an improvement of more than fifty percent over the status quo. Black thus becomes the heavy favorite to snuff out all White resistance on the very next roll.

Black risks virtually nothing by switching points as the odds of White rolling a 4 are exactly the same as a 3. And if things go badly, and White makes a point in Black's home board, Black's chances are about the same whether White makes the three- or four-point. ☆☆



Are you looked down upon and made to feel small because you're a backgammon player?



Are you a traveler who can't get a backgammon fix on the road because private clubs have strict admittance rules that exclude unknown visitors?

Are you beginning to notice that you have no clout at backgammon tournaments?

Are you tired of being the suspicious outsider?

Well, let's be blunt.

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THE PITCH:

You are the great unknown backgammon player. You are the player who is too busy, or too new, or too understated to make the backgammon social roster.

You are anxious for the action and would welcome the friendly open doors that come with recognition, but, you are not the self advancing type, and hate to waste precious time courting reluctant marks and polishing your image.

Nevertheless, you have some identity on a parochial level. Often you are a neighborhood champion, an unrated, masterful genius, or high roller celebrated regionally.

But, are you clever enough to use these credits earned on a local level to establish a general reputation as a player of character and honesty?

Are you able to prove you're not a cheat or a stiff?

Are you capable of convincing a guarded club director that you are not a troublemaker or a cop?

Are you skillful enough to convert your regional importance and muscle into useful influence with tournament promoters.

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There was no backgammon credit bureau to observe how promptly you had paid your dues. There was no gold card that identified you as a preferred and responsible customer. Until now, backgammon had no memory, you had to be your own biographers and P.R. man, you had to be introduced and vouched for each and every time. Identity, the serious backgammon player's most important goal took years to attain. Not anymore...

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Yesteryear Tournament Results. History buffs and biographers should appreciate the easy access to the outcome of any tournament since 1974. Believe it or not the AABC has that data. AABC files contain details of all Boyd, Deyoung, Obolensky and Wattson tournaments; the statistics librarians also kept records and winners names of all one time affairs (e.g. Acapulco 77, Montreal 78 etc.); annual regional events (e.g. Chicago Cup, NY Cancer Benefit etc.); and important ongoing regionals like the New Jersey, Long Island co-op tournaments and Texas Backgammon League monthlies.

BENEFIT VII

Individual Player Briefing. Probably the most important service the V.I.P. Club has to offer. The AABC computer contains vital statistics and personal information on over 10,000 backgammon players. Instantly and around the clock via hotline, V.I.P. card holders can get a briefing on an opponent in an impending game. A V.I.P., by simply supplying the name and origin of the research subject can ask for and receive any or all of the following intelligence.

A) SKILL LEVEL - Current ranking of subject using the AABC Dual Evaluation System which rates both tournament and money play on a scale of 1 to 10. Tournament data has been compiled over a ten-year period from over 3,000 international and provincial club news bulletins. The publications have usually contained year-end appraisals and rankings of total membership.

B) PAY OFF PROBABILITY - The AABC was founded five years ago by several small backgammon clubs because of the need to protect backgammon from vultures of all kinds. Cheats and stiffs were our hit parade. It was decided that the Las Vegas Backgammon Club would collect information on cheats and stiffs from all the other clubs and make the information universally available. It was one of the obligations of associate clubs to reports any incident of deliberate welshing and turn in the names of habitual stiffs. This program has been a huge success primarily protecting the associate clubs from the traveling hustler. Over the years, we have become expectation experts and can guesstimate the amount a man will or will not pay. V.I.P.s can save time and aggravation by checking out suspicious adversaries.

C) PSYCHOLOGICAL PROFILE - A subjective evaluation of your opponent's emotional weaknesses and strengths. Psychology is of ever-increasing importance especially in tournament play. Reading and understanding the other player is becoming more important now that the technical skill gap has narrowed. Many notable players have already been pigeonholed. Others have had their writings, opinions and remarks indexed. Other important particulars: does he steam, does he believe in psychokinetics, does pressure affect him, is he an egotist, which is his personality, does he think backgammon is a game of skill or luck, what self help programs has he had: EST, etc...

D) PREDICTED OUTCOME - We'll tell you frankly if in our estimation you can win.

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Unlimited use of the Backgammon Hotline. Our backgammon computer has stored more information than has ever been collected by anyone or any organization. No contained knowledge is refused to V.I.P. Club members.

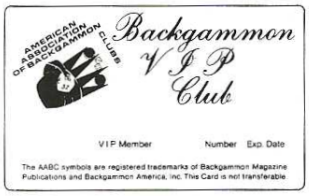
BENEFIT IX

Free access to the Backgammon Magazine. The Backgammon Magazine, now in its seventh year, is the publicity and educational organ of the American Association of Backgammon Clubs. It is the voice of backgammon. V.I.P. members can publish free and freely. Absolutely no censorship. Promote yourself, your club or your backgammon tournament. As a V.I.P. you have the power of the press.

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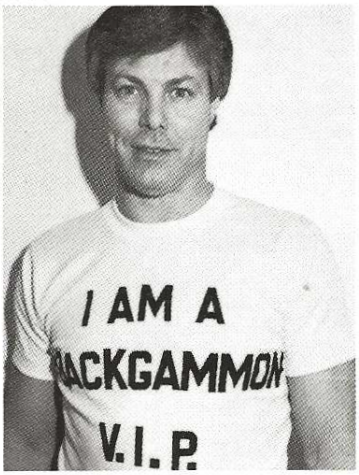
BENEFIT X

Potpourri

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B) V.I.P.s will soon enjoy special discounts and privileges at major backgammon tournaments.
C) Backgammon problems can be submitted by V.I.P.s to the panel of experts for analysis.
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E) Search service. We will help you find out and purchase anything related to backgammon. Discounts are also available to V.I.P.s.
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G) More to come. Joining the V.I.P. Club means you care. The American Association of Backgammon Clubs will never stop catering to you. You'll be surprised by what the future holds!

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Free subscription to the "New Backgammon Scholar — a Professional Quarterly." This is a new magazine not available to regular magazine subscribers. The **Scholar** is a no-nonsense journal jammed cover to cover with analytical writings, professional concepts, advanced theory, and current strategy of the backgammon masters. These technical writings are too detailed and sophisticated to appear in regular backgammon publications. The quarterly **Scholar** is backgammons's workbook for the serious students of the game. The latest in computer breakdowns, probability studies, and refined cube research has been promised exclusively to the **Scholar** by prevailing backgammon experts. Complete annotated matches impractical for conventional magazines now will be entirely printed and analyzed. Backgammon has matured and demands an intellectual periodical. The **Scholar** fills the need as a journal of backgammon science.

WARNING: *V.I.P. membership status is a privilege that can be rescinded. We reserve the right to cancel your V.I.P. passport and return your fee. Applicants should understand that V.I.P. benefits although extensive carry a responsibility. The AABC will revoke the card of any member who is discovered to be dishonest, insolvent (stiff), belligerent, unethical or habitually abusive. Please observe fair play. Repeated violations will void your V.I.P. advantages.*

INSTANT IDENTITY NOW AVAILABLE

The Backgammon V.I.P. Club will vouch for you. If you have made any backgammon news in the last ten years, it is now part of your curriculum vitae that is in our files. The information will be made available to directors of associate backgammon clubs and other subscribers to the V.I.P. service. Your public record will assist you in opening doors and introduce you as honorable and true. V.I.P. cards will not be issued to anyone who is known to be dishonest, insolvent (stiff), belligerent, unethical or habitually abusive.

You don't have to blow your own horn anymore, the V.I.P. Club will do it for you. By carrying and using your V.I.P. card, you are recognized as a player of repute. You will have that illusive but all important identity.

ATTENTION CLUB OPERATORS

The F.B.I. — Fast Backgammon Information hotline is an invaluable tool. Use the F.B.I. to protect your club and your members. V.I.P. card holders are endorsed by the American Association of Backgammon Clubs and are pledged to uphold the standards of fair play, courtesy and decorum. Like you, they desire a return to the original, but almost forgotten, noble principles of backgammon.

You will protect yourself and backgammon by regularly reporting misconduct and dishonesty to the F.B.I. A clean house will upgrade backgammon's public image and dissuade outside scrutiny and interference. Diligent exchange of information is a powerful implement that we can use to stop questionable activities and discourage scoundrels.

Declare war on unethical backgammon and stop the exodus of the bread and butter social player.

Thousands of serious backgammon lovers are disheartened, and resign from organized backgammon because they are abused and lack protection. Support the V.I.P. program for a stronger Backgammon.

V.I.P. BACKGAMMON CLUB
MEMBERSHIP APPLICATION

Due to high clerical costs, only 2 year $50 memberships are available.
$50 GUARANTEES:
1. 2 Year Membership
2. 12 Big Benefits described above
3. "I Am A Backgammon V.I.P." T-Shirt check size S☐ M☐ L☐ XL☐

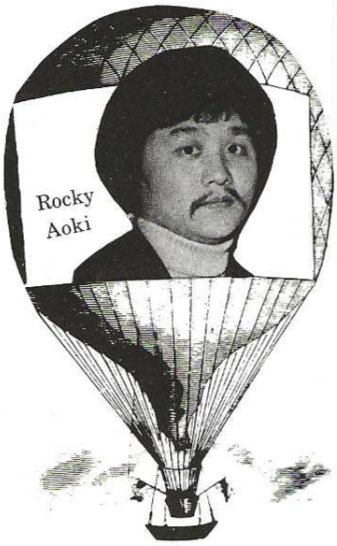
JOIN NOW by mailing your application plus $50.00 dues to:

AMERICAN ASSOCIATION
OF BACKGAMMON CLUBS
P.O. Box 12359
Las Vegas, Nevada 89112

All applications subject to approval of AABC. Make checks payable to AABC.
NOTE: Charter members are guaranteed annual dues rate of $25.00.
Lifetime membership is $100.00.

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BACKGAMMON BITS



ROCKY AOKI, Benihana restaurant president and adventurer, was once a great friend of backgammon. An unpleasant tournament incident soured him on the game. Today, he makes international news setting world records in ballooning . . .

RUSSELL SANDS, seen often in Las Vegas is mesmerized by blackjack. Sands uses skills learned in backgammon competitions to excel in blackjack tournaments which have become his main preoccupation . . .

LARRY COULOURIS, director of the Saginaw Club recently in Las Vegas to take in some action and jazz. Coulouris, a tenor saxophonist, proved to be as hipped on Jazz as he is on backgammon...

Chicagoan, **JAKE JACOBS,** has relocated to Las Vegas, joining his brother **MUNCHKIN** in the pursuit of the good life. Munchkin, a recognized backgammon personality, came to Las Vegas five years ago to pursue a gaming career with the Castaway's Hotel (craps). Hometown friends will not recognize the new svelt Munchkin (sans 120 lbs.) who enoys local celebrity status as a result of show-stopping performances in community theatre and televison pilots. Devoted brother that he is, Munchkin has already found Jake a prestigious new career in Las Vegas. Jake Jacobs has joined the Backgammon Magazine staff as the new Backgammon Science Editor . . .

RUDY MAXA is a friend of backgammon in the right places. Maxa, a Washington Post columnist, takes every opportunity to plug backgammon. Thanks to him, we were able to get the **NIGEL DEMPSTER** picture and biography for this issue . . .

Suddenly, **STUART DUNCAN** is everywhere. He won the Club 65 New York Tournament, he pummeled the **BARON** and roundhoused **J.P.** Who is Stuart Duncan? ? ?

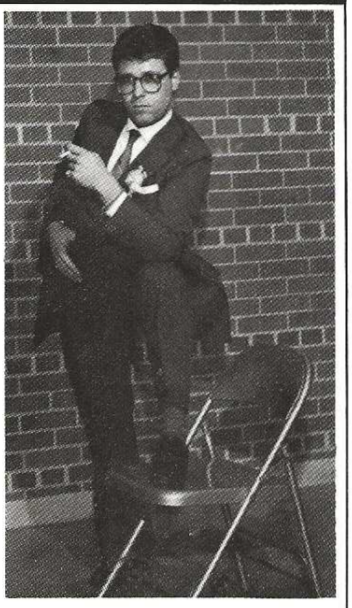
This is the best new quotable adage that we've heard and it makes sense: "In the game of life the cube is always on 64", by **DAVE "Scooter" REESE** . . .

Chicago's **BILL DAVIS** reports that **NACK BALLARD,** good with a doubling cube, is just as skilled with Rubik's Cube. Nack entered the regionals of a world tournament to determine who could solve the diabolical puzzle in the least amount of time. He reached the minute-and-a-half round before elimination. Bill also tells us that the Lake Geneva Playboy Club offers a Sunday brunch and "Backgammon with a Bunny" challenge games . . .

PAOLO TESEI, highrolling in New York, explained to us what he calls the "Blasted Corner." It is that long journey from your opponents outer board to your inner board . . .

Times Square is where anything goes — so why not backgammon? The latest thing is Sidewalk Hustling. Curbside entrepreneurs set up backgammon tables and chairs right in the middle of the sidewalk and charge a small use fee. Needless to say, where there's action there are opportunists, and the dollar-a-point hustlers go to work. Only in New York . . .

The new thin and svelte **CHUCK PAPAZIAN** was seen hobnobbing with hoi poloi at the Playboy Club in Century City (LA). The occasion was a promotion for **MATTEL's** Computer Backgammon which is a Papazian project . . .



KOSTA KOKALIS, formerly of Milwaukee, is now the Research and Development Manager for the *Backgammon Magazine.* Kosta, who has a degree in education, joins the ever-growing staff. It gets more complicated every day...

Who lives in Beverly Hills, drives a Mercedes, has a license plate that proclaims "Mr Bkgmn" and is purple all over? Why **"MOBY" GABY HOROWITZ,** of course...



JANICE GILLEN, under the sponsorship of **GARY HOROWITZ** and by invitation only, directs a tournament at the Biltmore Hotel in downtown LA...

PUG "What-is-life-without-backgammon" **PEARSON,** won the Tournament of Stars Hold'em Poker event at the Sahara Tahoe Hotel in February. The $75,000 prize money is still intact, but it is rumored that the new De Lorean automobile disappeared on a 64 cube . . .

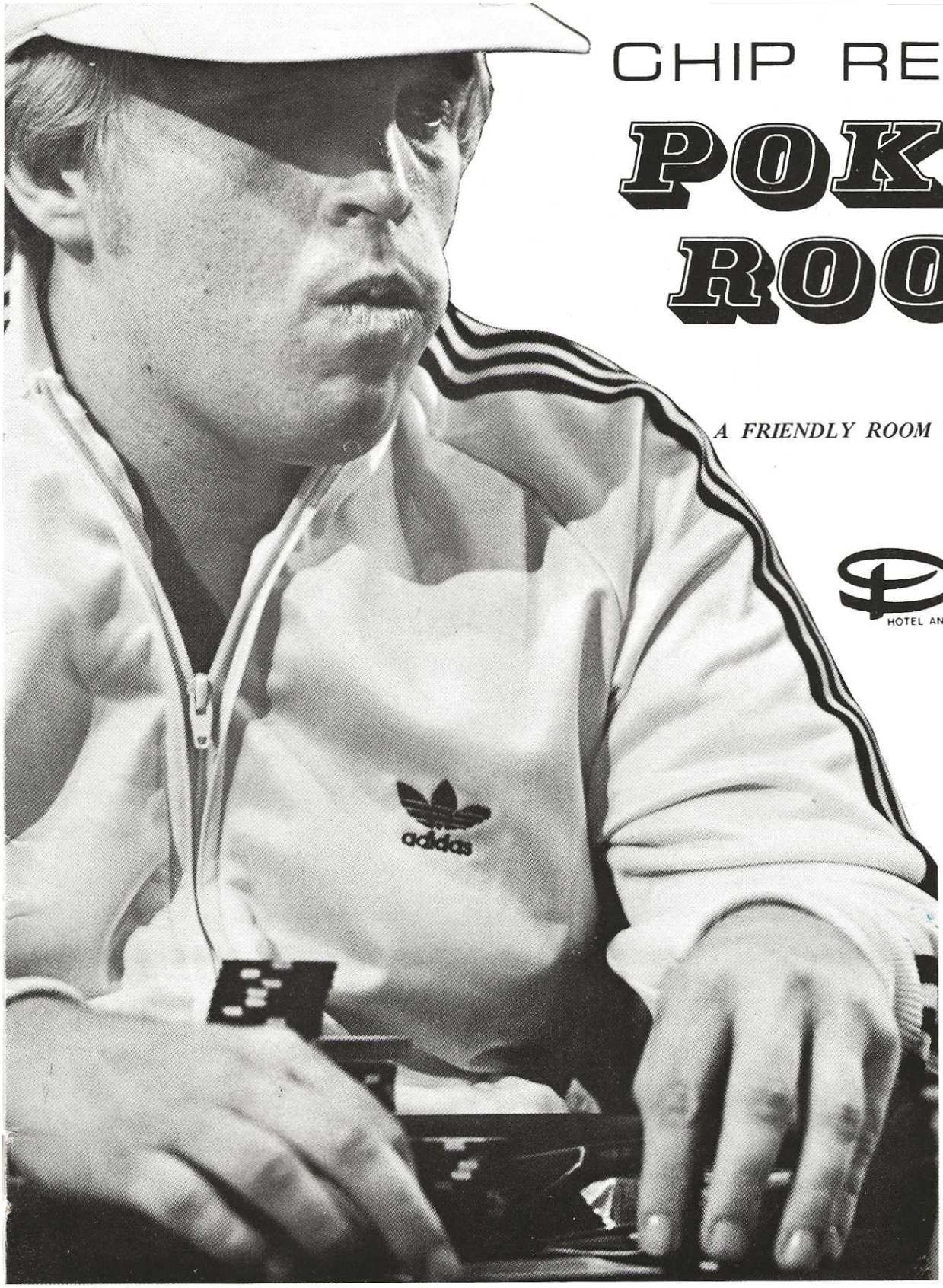
JEFF WARD's column is now carried by nineteen newspapers, with a total weekly circulation of 1,200,000 — a great solo effort and promotion by Jeff, whose first client was the Las Vegas Review-Journal . . .

BINION: "There ain't but two things that will hurt a gambler: one, if it's rumored he's out of money; two, if he's known as a cheater. Nothing else matters"...

The upcoming Amateur Backgammon Championships has spawned a whole group of specialty instructors teaching tournament backgammon. Cost to the pupils range from a hefty percentage charged by proven experts such as **GARY HOROWITZ,** moderate percentage and fees for former winners of the ABC like **LEIBOWITZ** and **SANDS,** and nearly nothing ($6) charged by **MARTY MILLER** who is teaching tournament theory to groups at his Campbell Backgammon Club at 175 E. Campbell, Campbell, California. The smart amateurs are taking these lessons. The smarter amateurs are finding financial backers and selling pieces of themselves. Last years' winner **BILL KENNEDY,** for example, was from the **WAYNE MC CLINTOCK** stable ···



Backgammon Editor LINDA KRUEGEL took time off to visit Milwaukee. The occasion was the Thiensville Backgammon Open, and the marriage of her sister SCHEHERAZADE LANGE to South Milwaukeean, BENJAMIN CHADWICK.



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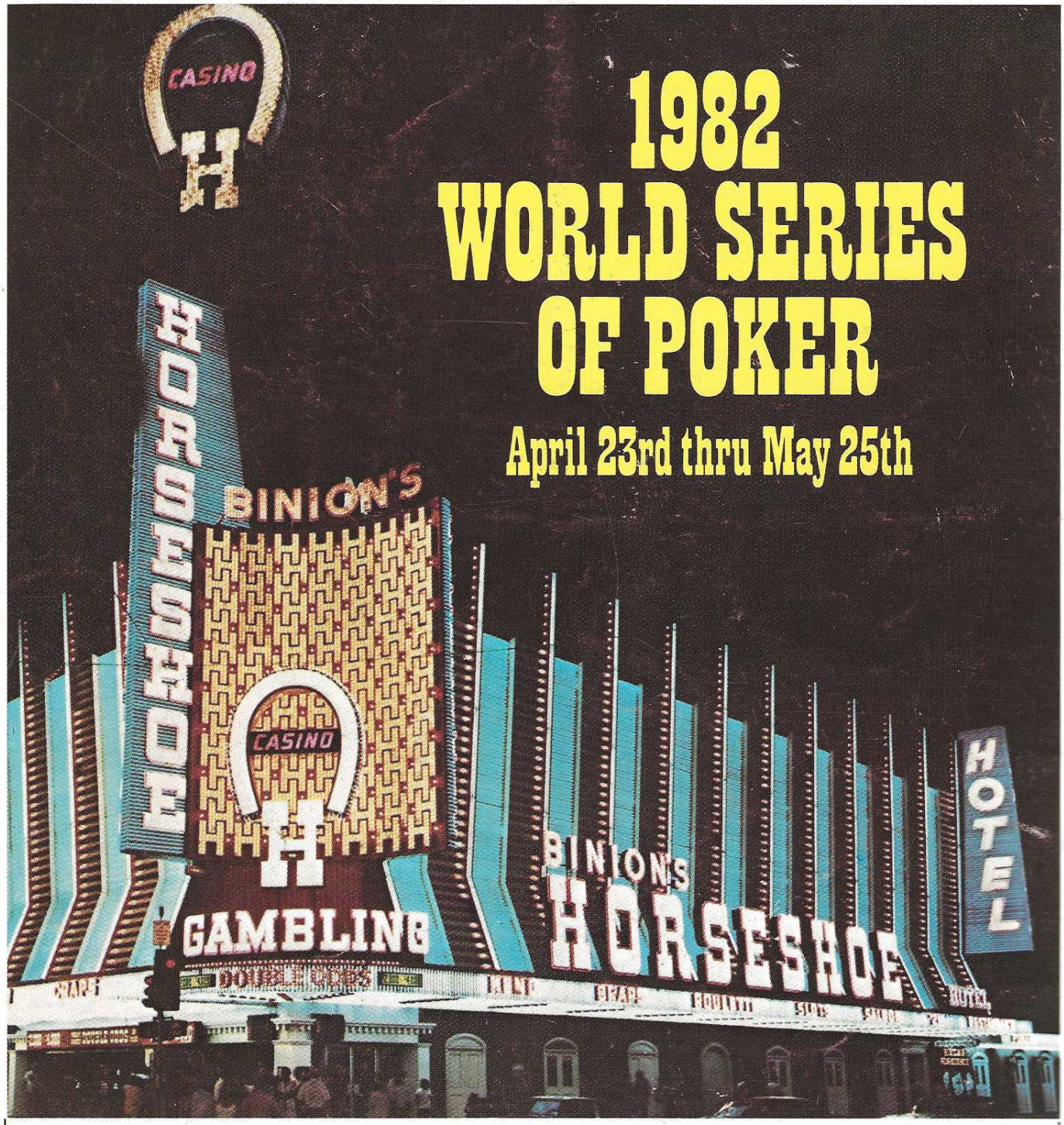
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