POINT



Volume 3, Number 3

A Prime Source of Backgammon Information

March 1990



ow are the experts opening their game in 1990? Last month, the *Chicago POINT* surveyed master players Kent Goulding (MD), Bill Robertie (MA), Mike Senkiewicz (NY), Joe Sylvester (MI), Kit Woolsey (CA) and theoretician/analyst Danny Kleinman (CA) to find out. The participants choices assume money play against good competition.

There's complete unanimity with how our panel plays all of the opening rolls containing an ace. Of the other ten shakes, only 2-4, 3-5 and 3-6 are chosen en masse.

One surprise is Kent Goulding's opening 6-5 choice (24/18, 13/8). "The two plays are interchangeable in my mind. I dislike six checkers on the mid-point. Splitting to my opponent's bar point is more balanced and flexible. There's little question that the weaker my opponent, the more apt I am to play 18 and 8. Little question at all."

Goulding and Kit Woolsey also stir things up with their second choice for 6-1 (13/7, 6/5). Kit would make the play if "...I felt like making it an active game. 6 to 5 with the ace can't be that bad because it alleviates stackage on the heavy 6-point."

Mike Senkiewicz questions the unusual 6-5 and 6-1 openers. "Of course there are many 'legal' plays in backgammon. I just hope Kent and Kit make those moves against me every time we play."

Only Bill Robertie and Danny Kleinman split their back man (24/20) with the opening 4-3. Robertie claims that "...when you

split, you give your opponent a lot of tough rolls to play that he will often botch. My choice slots the most valuable point on the board and doesn't leave so many shots."

The 5-2 roll was split down the center. "Kit Woolsey's analysis on the benefits of slotting (6/4) changed my mind on this roll

[Chicago POINT, Jan. 1990]," claims Joe Sylvester. But other experts didn't even list it for their second choice.

Danny Kleinman sums things up: "Nearly all of the panel's choices are close. Only for rolls of 3-1, 4-2 and 6-1 am I certain." Δ

	Kent Goulding	Bill Robertie	Mike Senkiewicz	Joe Sylvester	Kit Woolsey	Danny Kleinman
2-1	11, 5 11, 23	11, 5	11, 5	11, 5	11, 5 4, 5 11, 23	11,5
3-1	5 pt.	5 pt.	5 pt.	5 pt.	5 pt.	5 pt.
4-1	9, 5 9, 23 20, 5	9, 5	9, 5 20, 5	9, 5	9, 5 9, 23 20, 5	9, 5
5-1	8, 5 8, 23 18	8, 5	8, 5	8, 5	8, 5 8, 23 18	8, 5
6-1	7 pt. 7, 5	7 pt.	7 pt.	7 pt.	7 pt. 7, 5	7 pt.
3-2	10, 4 10, 11 21, 11	10, 11 21, 11	10, 11	10, 11	10, 4 10, 11 21, 11	10, 11
4-2	4 pt.	4 pt.	4 pt.	4 pt.	4 pt.	4 pt.
5-2	8, 4 8, 11	8, 11	8, 11	8, 4 8, 11	8, 4 8, 11 8, 22	8, 11
6-2	18, 11 5	18, 11 5	5 18, 11	18, 11	5 18, 11 16	18, 11
4-3	9, 10 20, 10 9, 21	20, 10 9, 10	9, 10 20, 10	9, 10	9, 10 9, 21 20, 10	20, 10 9, 10
5-3	3 pt. 8, 21 8, 10	3 pt. 8, 10	3 pt.	3 pt.	3 pt. 5 8, 10	3 pt.
6-3	18, 10 15	18, 10	18, 10 15	18, 10	18, 10 15 7, 10	18, 10
5-4	8, 9 8, 20	8, 20	8, 20 15 8, 9	8, 9	8, 20 8, 9 15	8, 9
6-4	14 18, 9	18, 9 14	14	18, 9 14	14 18, 9 7, 9	18, 9
6-5	18, 8 13	13	13	13	13 18, 8	13

A Prime Source of Backgammon Information

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LETTERS

c/o Chicago POINT 2726 W. Lunt Avenue Chicago, IL 60645

WOOLSEY WINS PRAISE, BUT CUBE DECISIONS IS A DROP

Kit Woolsey's "Problem #154" analysis of the opening 5-2 roll [Jan. 1990] was outstanding and thought-provoking. In it, Kit mentions Hal Heinrich's 10,000 game data base that he has used to evaluate opening rolls. I was not altogether surprised that 6-2 (13/11, 24/18), 5-2 (13/11, 13/8) and 3-2 (13/11, 13/10) actually put the opening roller at a disadvantage; however, I'm astonished that 2-1 (13/11, 6/5) is not also in the group! Please favor us by publishing a profile of all opening rolls according to Hal's data base.

In the same issue, I read with some amusement, Neil Kazaross's review (unsolicited endorsement?) of Bill Barron's Cube Decisions, Volumn I [sic]. That was enough to light my fuse. Prior to that, I had simply accepted that this was an amateurish production replete with a misspelled title, poor grammar/syntax, pedestrian commentary and unattractive page layout. Now I am incensed. This is the worst

coming attractions

MARK YOUR CALENDAR



by Carol Joy Cole 313/232-9731

Mar 8-11 Mar 11 Mar 15 Mar 15-18 Mar 18 Mar 18 Mar 23-25 Mar 23-25 Mar 31 Mar 31	26th Ted Bassett & Gstaad Palace—Cup, Palace Hotel, Switzerland Plymouth Sunday Tournament, Box Bar & Grill, Plymouth, MI Third Thursday Bonus Tournament, Sheraton Inn, Flint, MI 16th International Winter Championships, St. Moritz, Switzerland New England Club Monthly, Sheraton Commander, Cambridge, MA Cavendish North Club Monthly, Southfield, MI 1990 Midwest Championships, Holiday Inn, Oakbrook Terrace, IL G/A 21st Invitational Tournament, Cavendish West Hollywood, CA Atlanta Monthly Tournament, Copperfields, Atlanta, GA IBA Tournament, The Palm Hotel, West Palm Beach, FL 1990 Virginia Cup Tournament, Executive Motor Inn, Richmond, VA	061/50 58 16 313/981-5706 313/232-9731 061/50 58 16 617/861-7340 313/642-9616 312/338-6380 818/901-0464 404/497-8505 305/527-4033 804/786-1757
Apr 1 Apr 2 Apr 6-8 Apr 6-8 Apr 12-15 Apr 14 Apr 19 Apr 20 Apr 20-25 Apr 21 Apr 22 Apr 28	Bar Point Sunday Tournament, Bagwells, Chicago, IL Hong Kong Club Monthly Tournament, Ladies Recreation Club 38th Indiana Open, Omni Severin Hotel, Indianapolis, IN Düsseldorf Open, Hotel Novotel, Ratingen, West Germany Open Nordic Championships, Hotel Marina, Vedbæk, Denmark College Park Spring Open, Promenade Party Room, Bethesda, MD Third Thursday Bonus Tournament, Sheraton Inn, Flint, MI Greater NY Club Championship, Vanderbilt Bridge Club, Manhasset, NY 1990 Australian Open Championship, Hyatt Kingsgate Sydney, Australia 1990 Connecticut State Championships, Hall of Fame, Southington, CT New England Club Monthly, Sheraton Commander, Cambridge, MA IBA Tournament, The Palm Hotel, West Palm Beach, FL	312/252-7755 3-689918 317/845-8435 40-270 11 66 45/31 22 46 00 301/530-0604 313/232-9731 516/627-5120 02/955 7726 203/755-9749 617/861-7340 305/527-4033
May 3-6 May 4-6 May 4-6 May 18-20 May 25-28 May 25-28 May 26-27	16th Byblos European Championship, Saint-Tropez, France 12th Annual Charity Tournament, Airport Marriott, Pittsburgh, PA 11th Granite State Open, Tory Pines Golf Resort, Francestown, NH 2nd Venice International Tournament, Casinò Municipale di Venezia, Italy 11th Annual Chicago Open, Westin Hotel O'Hare, Rosemont, IL Boston Symphony Benefit, Sheraton Commander, Cambridge, MA Memorial Day Tournament, The Palm Hotel, West Palm Beach, FL	061/50 58 16 412/371-5844 603/863-4711 041/5211029 708/674-0120 617/861-7340 305/527-4033
Jun 3 Jun 10 Jun 29-Jul 1	Bar Point Sunday Tournament, Bagwells, Chicago, IL New England Bonus Tournament & Playoff Finals, Cambridge, MA Michigan Summer Championships, Sheraton Inn, Flint, MI	312/252-7755 617/861-7340 313/232-9731
Jul 1-8 Jul 3-4 Jul 5-8 Jul 12-15 July 14-15 Jul 16-22	International Amateur Open Cup, Hotel Héliotel, Ile du Levant, France Viking Kick-off Tournament, Palace Hotel, Douglas, Isle of Man Championship of Great Britain, Palace Hotel, Douglas, Isle of Man San Remo International Tournament, Hotel Royal, San Remo, Italy College Park Summer Championship, Promenade, Bethesda, MD World Championship of Backgammon, Monte-Carlo, Monaco	01/302 77 45 0624/851045 0624/851045 184-79 991 301/530-0604 301/299-8264
Aug 5 Aug 7-12 Aug 13-19 Aug 31-Sep 3	Bar Point Sunday Tournament, Bagwells, Chicago, IL World Cup II and Eastern Open, Sheraton Commander, Cambridge, MA Green Mountain Festival, Ascutney Mtn. Resort, Brownsville, VT National Labor Day Weekend Tournament, Louisville, KY	312/252-7755 301/299-8264 305/527-4033 317/845-8435
Oct 23-28	Caesars Tahoe Tournament, South Lake Tahoe, NV	702/851-1452

backgammon book since the outrageously ridiculous *Dynamic Cube Strategy* by Horowitz and Roman. Compared to this, Bruce Becker's *Backgammon For Blood* represents the cutting edge of backgammon thought.

The dearth of text is extremely irksome. Where are the computations of match equity? Where are the summarized rollouts? The author doesn't even bother to distinguish between "double" and "redouble." And what little commentary there is, is absurdly shallow, frequently ambiguous, and often patently incorrect.

At times like this, I'm fond of chirping

"Everything is relative." If I pay \$30 for a plate of bouillabaisse, I balk at paying \$20 for a wiener. I spent \$30 for Roy Friedman's World Class Backgammon. In relative terms, Barron's book is worth \$5.—Marc Gray, Schenectady, NY

The reviewer Neil Kazaross responds: My review of the book was based upon the fact that comments and detailed analysis from the players involved would be added to the text. Unfortunately, the book was published with only a few player reactions.—Neil Kazaross, San Diego, CA

[Continued on page 5]

U.S. RULES GO THROUGH MINOR CHANGES FOR 1990

The U.S. Backgammon Tournament Rules & Procedures have gone through minor revisions for the 1990 tournament calendar year. Here are the few significant changes:

- Players will be required to roll on the board to their right. Permission may not be granted to roll on the left side at any time. If a player rolls to the board on his left, the roll will be invalid. No exceptions.
- (2) The Holland Rule has not been added as an option. With the Northern Nevada Backgammon Association's announcement that they will henceforth drop the rule, the handful of clubs that continue to use it will have to issue an addendum at their events.
- (3) When penalty points amount to more than half of the number of points needed to win the match, the absent player will have then forfeited.
- (4) All references to a baffle box have been eliminated.
- (5) A time clock has been mentioned as an option for controlling slow play.

The changes were formulated as a result of discussions with national club directors at the past three Reno tournaments,

and from player input mailed to the *Chicago POINT* over the past year.

Players who would like to obtain a copy of the new U.S. Backgammon Tournament Rules & Procedures (March 1990) should send a stamped, self-addressed envelope to: Chicago POINT, 2726 W. Lunt Avenue, Chicago, IL 60645-3039.

CHICAGO'S NEW PAIR O' DICE CLUB ON HOLD FOLLOWING SUCCESSFUL OPENING

Gary and Alice Kay welcomed over 40 players to DaVido's restaurant in Harwood Heights., IL for the February 9 Grand Opening of their new Friday night venture, the Pair O' Dice Backgammon Club. The winning name was submitted by Sean Sloan (Marcy Sloan's son).

Unfortunately, after three well-attended weeks, DaVido's is reevaluating their committment to host Friday backgammon on a weekly basis. The Pair O' Dice Club is in limbo as the Kays search for a new location. More details to follow. February 9 Grand Opening results:

Open (29): 1st Howard Markowitz; 2nd Norma Shyer; 1st/2nd Cons. (Split) Ira Hoffberg, Mausy Sayle. Limited (8): 1st Joann Feinstein; 1st Cons. Bobbie Shifrin.

BACKGAMMON CHAMPIONSHIPS 1 9 9 0

March 23–25, 1990 Chicago–Oakbrook Terrace, Illinois Bill Davis 312/338-6380 Peter Kalba 312/276-4144 Carol Joy Cole 313/232-9731

ILLINOIS ACTION

CHICAGO BAR POINT CLUB

Bill Davis 312/338-6380 Peter Kalba 312/276-4144 **Tuesday**, 7:15 PM at Pat's Pub, 4343 N. Harlem Ave., Norridge 708/457-1166.

Sunday Bimonthly, 12:30 at Bagwells, 4636 N. Cumberland, Chgo 312/625-1717.

PUB CLUB: Tournaments Monday, 7:30 PM at Fiddler's, 345 W. North Ave., Villa Park. Ed Bauder (708/985-1568).

SANGAMON VALLEY BG ASS'N: Tournaments Tuesday, 6:15 PM at On Broadway, 210 S. Broadway, Springfield. Randy Armstrong (217/528-0117).

WINNETKA BG CLUB: Tournaments Weds., 7:00 PM at 620 Lincoln, Winnetka. Trudie Stern (708/446-0537).

CENT. ILL. BG CLUB: Toum. Thurs., 6:30 PM at The Julius, 5720 N. Knoxville, Peoria. Sue Will (309/692-6909).

NORTH CLUB: Daily side play at 4747 W. Peterson (Room 402), Chicago. Howard Markowitz (312/286-8417).

CHICAGO BAR POINT CLUB

1990 BPC PLAYER OF THE YEAR

COMPILED THRU FEB. 28

6.48	ALICE KAY	1.88	Walter Schafer	0.80
5.76	GEORGE BARR	1.80	Jolie Lewis	0.76
5.24	Andy Argy	1.68	Paul Franks	0.72
4.68	Joe Koucharian	1.44	Bill Hargrave	0.72
4.52	Howard Markowitz	1.36	Ken Bond	0.64
3.60	Ron Stur	1.28	Mike Siegel	0.56
3.28	Joann Feinstein	1.28	Richard Stawowy	0.48
3.04	Bill Keefe	1.20	Frank Callea	0.40
2.76	Leslie Lockett	1.20	Arline Levy	0.36
2.56	Jay Ward	1.12	Mike Sutton	0.32
2.56	Don Jayhan	1.12	Reggie Porter	0.32
2.56	Phyllis Smolinski	1.12	Femi Owiku	0.28
2.40	Bob Holyon	1.04	Larry Knoll, Jr.	0.28
2.16	Bobbie Shifrin	0.96	Mary Franks	0.24
2.08	Jerry Brooks	0.88	Larry Knoll	0.24
2.08	Norma Shyer	0.88	Ted Mann	0.12
1.92	Herb Roman	0.88	Mike Spiropoulos	0.08
1.92				
	5.76 5.24 4.68 4.52 3.60 3.28 3.04 2.76 2.56 2.56 2.40 2.16 2.08 2.08 1.92	5.76 GEORGE BARR 5.24 Andy Argy 4.68 Joe Koucharian 4.52 Howard Markowitz 3.60 Ron Stur 3.28 Joann Feinstein 3.04 Bill Keefe 2.76 Leslie Lockett 2.56 Jay Ward 2.56 Don Jayhan 2.56 Phyllis Smolinski 2.40 Bob Holyon 2.16 Bobbie Shifrin 2.08 Jerry Brooks 2.08 Norma Shyer 1.92 Herb Roman	5.76 GEORGE BARR 1.80 5.24 Andy Argy 1.68 4.68 Joe Koucharian 1.44 4.52 Howard Markowitz 1.36 3.60 Ron Stur 1.28 3.28 Joann Feinstein 1.28 3.04 Bill Keefe 1.20 2.76 Leslie Lockett 1.20 2.56 Jay Ward 1.12 2.56 Phyllis Smolinski 1.12 2.56 Phyllis Smolinski 1.12 2.40 Bob Holyon 1.04 2.16 Bobbie Shifrin 0.96 2.08 Jerry Brooks 0.88 2.08 Norma Shyer 0.88 1.92 Herb Roman 0.88	5.76 GEORGE BARR 1.80 Jolie Lewis 5.24 Andy Argy 1.68 Paul Franks 4.68 Joe Koucharian 1.44 Bill Hargrave 4.52 Howard Markowitz 1.36 Ken Bond 3.60 Ron Stur 1.28 Mike Siegel 3.28 Joann Feinstein 1.28 Richard Stawowy 3.04 Bill Keefe 1.20 Frank Callea 2.76 Leslie Lockett 1.20 Arline Levy 2.56 Jay Ward 1.12 Mike Sutton 2.56 Don Jayhan 1.12 Reggie Porter 2.56 Phyllis Smolinski 1.12 Femi Owiku 2.40 Bob Holyon 1.04 Larry Knoll, Jr. 2.16 Bobbie Shifrin 0.96 Mary Franks 2.08 Jerry Brooks 0.88 Larry Knoll 2.08 Norma Shyer 0.88 Ted Mann 1.92 Herb Roman 0.88 Mike Spiropoulos

LUCKY NELSON won tournaments on February 13 and 27 to earn 4.48 points and grab the lead in the 1990 BPC point race. Mark King (3.44) and Yamin Yamin (2.80) placed 2nd/3rd respectively.

If you finish in the Top 20 for 1990 (capitalized names on list), you'll be entered in a drawing for over \$250 worth of valuable electronics merchandise. The higher you finish, the better your winning chances. Individual awards: lst–Trophy + \$150; 2nd–\$100; 3rd–\$50. 1st thru 20th–engraved brass board tag. lst thru 6th–Invitation to participate on the Chicago Bar Point Club team in the 1991 Illinois State Challenge Cup.

your move

PROBLEM #157

Tournament double match point. **BLACK TO PLAY 5-5.**

13 14 15 16 17 18 19 20 21 22 23 24 HOME 12 11 10 9 8 7 6 5 4 3 2 1

insight

ASK DANNY



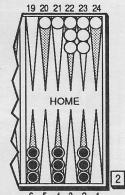
by Danny Kleinman

BEAROFF BASICS

Dear Danny: I've only been playing tournament backgammon for about three months and have a few questions regarding the bear-off. In the following

setup, BLACK HAS AN ACE TO PLAY. WHICH IS COR-RECT AND WHY?

Also, I learned your "2.7 Rule" last week. That's the one that says to maximize your chances for bearing off your last two checkers, position them so that their spacing is as close as possible to 2.7 pips apart.



Since I'm not very good at counting all the possibilities, this rule is extremely helpful. Are there any general rules that I can use for positioning my last three checkers in the bear-off?—David Rubin, Chicago, IL

Dear David: You ask for rules, I'll give you rules—or rather priorities. That is, if the first rule yields a decision, go no further. Use each succeeding rule only if no prior rule solves the problem.

In general, you should bear a man off when possible, smooth otherwise. But there are exceptions. Let's use "F" for the point you move *from*, and "T" for the point you move *to*.

SMOOTH instead of BEARING OFF only when:

- (a) you can move 4-2 with a 2, or 6-3 with a 3,
- (b) both F and T have exactly one man before smoothing,
- (c) the points adjacent to T are wellstacked, and
- (d) you remain with an EVEN number of men after smoothing.

STACK instead of SMOOTHING only to cater to specific doublets which are needed to win or turn the game around in poor positions. Inevitably, you will find borderline cases requiring fine judgment to decide between smoothing and stacking.

POSITIONING YOUR LAST 3 MEN

- P1. Minimize the double-misses which bear no man off.
- P2. Diversify your men.
- P3. Fill your 1-point (cater to the worst).
- **P4.** Move from your 6-point (don't bank on rolling your best).
- P5. Minimize gaps.

SMOOTHING IN LONGER BEAROFFS

- **S1.** SMOOTH—that is, maximize the difference F–T.
- **S2.** Move from high (6- or 5-) points rather than low.
- **S3.** Move to a thinner (preferable empty) point rather than to a heavier.
- **S4.** Avoid the 1-point (later misses will usually put men there anyway).

Let's use the smoothing rules to rank Black's aces in the position you show. F-T = 3 no matter how you move, so S1 doesn't distinguish. But only 6-5 moves from a high point, so that's the best ace by S2. Both 4-3 and 2-1 move to an empty point, so S3 is neutral between them. Finally, S4 makes 2-1 worse than 4-3.

You ask not only which ace is best but why. On the shallowest level, the answer

is, "6-5 is best because it moves from a high point." But this merely cites a rule, instead of justifying the rules. Why should these rules work?

Some of my parenthetical remarks hint at reasons. S4, for example, applies only with more than three men because at the end there isn't much "later" left—in fact, a contrary rule (P3) applies. With only three men left, one miss won't hurt but two will—which explains why P1 is at the top and P5 is at the bottom. The logic behind S2 isn't far below the surface of the position you show. Filling the 5-point is possible only with future 1s, filling the 3-point is possible with both 3s and 1s.

But in fact these rules are only approximate. In rare cases they yield slightly inferior moves. They are partly inspired guesses, partly confirmed by examining many bearoffs. And others advocate slightly different rules. Walter Trice, a fine analyst and mathematician, suggests these priorities for smoothing:

- (a) bear men off,
- (b) fill empty points unless this takes the last or next-to-last man from the 4-or 5-point, and
- (c) "equalize" the number of men on the 4-, 5- and 6-points as much as possible. It isn't hard to construct positions for which my rules conflict with Walter's.

Until somebody shows me that other principles are better, however, I'll call this advice Everything You Always Wanted To Know About Bearing Off*.—Yours, Danny Δ *But Were Afraid To Ask

Questions for Danny Kleinman should be addressed to: Ask Danny, c/o Chicago POINT, 2726 W. Lunt Avenue, Chicago, IL 60645. Danny will answer the most interesting questions bimonthly.

10th illinois state challenge cup

CBPC WINS BIG

For the fifth time in six years, the Chicago Bar Point Club is the Illinois State Challenge Cup Champion. The 10th annual invitational brought the top six 1989 master point achievers from six state clubs to do battle at Bagwells in Chicago Feb. 11.

Last year, the CBPC needed overtime to claim the cup. This year, their win-loss result was a tourney record: 24–6. Special individual congratulations go to Tak Morioka (Bar Point Club) and Al Meinecke (Tuley Park BG Club) who compiled perfect 5–0 records. The complete results:

Chgo Bar Point Clu	b (24–6)	Central III. BG Club	(11-19)
Yamin Yamin	4-1	Sue Will	2-3
Gary Kay	3-2	Milad Doueihi	0-5
Tak Morioka	5-0	John McCabe	3-2
Chris Kenik	4-1	Dick Nelson	2-3
Dean Muench	4-1	Cinda King	2-3
John Demian	4-1	Fouad Malouf	2–3
Tuley Park BG Club	(18-12)	Sangamon Valley BO	3 (11-19
Reggie Porter	1-4	Greg Tomlin	3-2
Bob Zavoral	4-1	Ben Zemaitis	3-2
Phil Barrett	3-2	Tom Teague	1-4
Al Meinecke	5-0	Dan Eatherington	1-4
Femi Owiku	2-3	Mark Kaye	2-3
Mike Cyrkiel	3–2	Randy Armstrong	1-4
Pub Club (15-15)		Winnetka BG Club	(11-19
Ed Bauder	4-1	Stu Katz	1-4
John Spatafora	2-3	George Barr	3-2
V.W. Zimnicki	3-2	Jeff Eisner	0-5
Steve Tennant	3-2	Ed Buerger	0-5
Judy Feinstein	2-3	Marty Tatosian	3-2
Joe Wollick	1-4	Tim Serges	4-1



Chicago Bar Point Club 1990 Illinois State Challenge Cup Champions (from left to right): Chris Kenik, Tak Morioka, Yamin Yamin, Gary Kay, Dean Muench. John Demian is missing from the photo.

LETTERS...

[Continued from page 2]

A DOUBLE MYSTERY

I've read many backgammon books over the years and have always wanted more information on the origin of the doubling cube. Every book's introduction has a mysterious allusion to the 1920s, but nothing more seems to be available. Does anyone have any more information as to the origin of "our cube?"—Brian Vance, Medellín, Columbia, South America

DEAN AGAINST THE WORLD

Let us offer a few interesting observations on the Muench–Kazaross controversy about what possession of the cube is worth in an even position. (Dean claimed twothirds of a point; Neil thinks the value closer to one-half.)

Emmett B. Keeler showed in a paper published in Operational Research on 23 February 1975 that the optimal doubling strategy is to double/redouble when your chance of winning exceeds 80%. Under the assumption that backgammon is a game that can be represented as a continuous random walk, one can show that the folding point coincides with the optimal doubling point. Furthermore, we have found formulas for the expected gain given the winning probability in the following cases:

Neutral cube: $E_1(x) = (5/3)(2x-1)$ Owning the cube: $E_{+2}(x) = 5x - 2$ Opponent owning cube: $E_{2}(x) = 5x - 3$

Example

Opponent owning the cube in the beginning of the game:

$$x = 0.5$$
 $E_{-2}(x) = 5(1/2) - 3 = -1/2$

Therefore, Mr. Muench, we would like to offer you the same proposition as Mr. Kazaross ["Letters," Chicago POINT, Jan. 1990].—Patrik ÖHagen and Sven-Erick Alm, Department of Mathematics, Uppsala University, Sweden

USE CLOCK IN BACKGAMMON FOR PROPER PURPOSE

The purpose of using a chess clock in a backgammon match should be to expedite slow play, not to hurry the tournament along after a slow match has done its damage. Slow players should be observed, identified and required to complete their matches promptly, without the use of a clock if necessary and only as a last resort.

Please do not penalize other players in the same bracket as the "snail" with a penalty clock.—Bob "I did not deserve that clock" Holyon, Milwaukee, WI

Mr. Holyon was required to use a clock in his 5 point match against Howard Markowitz at the Hawthorne Backgammon Classic [Jan. 27, Cicero, IL]. His complaint is valid. Normally we would never put a clock on two fast-paced players like Holyon and Markowitz. However, this tournament was a special case where we had to have a winner by the 7th race so that he could be photographed with the winning horse and jockey.

For a copy of the BPC backgammon clock rules, write to: Chicago POINT, 2726 W. Lunt Ave., Chicago, IL 60645-3039.—Ed.

COMMENTS FROM LES BOYD

A couple of comments: Here's my vote to eliminate the Holland Rule from consideration in any upcoming Backgammon Tournament Rules and Procedures revision. The IBA hasn't used it for 12 years.

Last month, Julian Wilson's letter told us that it is illegal in many European countries not to return 100% of the tournament entry fees. That's why they charge a registration fee. The IBA does the same thing because many states in the U.S. don't approve of tournaments raking a percentage of the entry fee, either.—Les Boyd, International Backgammon Association, Ft. Lauderdale, FL

With regard to the U.S. Rules revision, see page 3.—Ed.

DUTCH "CHOU'S"

John Brussel and I recently returned from a trip to Amsterdam. Here's where they play backgammon: Schaak Cafe; Lange Leidsedwarsstraat 134. Telephone: 020-243133.

—Jill Ferdinand, Mt. Prospect, IL \(\Delta \)

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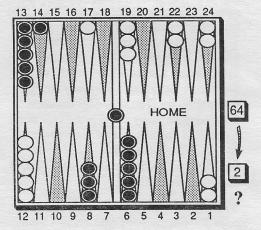
TWO AWAY-FOUR AWAY



by Neil Kazaross

As a change of pace, we'll start this month's column with a tournament cube problem.

Match to 7 points. Black leads White, 5 to 3. WHITE DOUBLES. SHOULD BLACK TAKE?



The purpose of this column is to teach the reader the techniques necessary to make this decision based on sound reasoning and analysis rather than "gut feel."

Let's first look at this position from a money game standpoint. In a money game, this position is a good double and a clear take. Black's equity after taking is about -0.75 of a point as confirmed both by rollout and Bill Robertie's Advanced Backgammon Problem #120. Year's ago, I rolled out three sets of each of White's 36 possible rolls to find the following results:

After Black takes, h	e:	Black Equity
Loses gammon (L _g)	25.0%	-1.00
Loses game (L _s)	31.5%	-0.63
Wins game (W)	43.5%	+0.87
Total Black Ed	quity	-0.76

For this sample of games, Black clearly is better to take the cube for money with an average loss is 0.76 points per game. This figure takes into account Black's added equity from owning the cube.

Let us now examine this problem from a match where the score is Black leading 5 to 3. We can note the following:

- 1. If Black takes and wins, he wins the match
- 2. If Black takes, he cannot redouble and thus has *no added equity* from owning the cube.

- 3. If Black takes and loses a gammon, he loses the match.
- 4. If White gets gammoned, it's no worse than losing the game (after Black takes) because he loses the match anyway.

Point #1 works in favor of Black versus a money game, but #2, #3 and #4 work against him.

Computing Black's take point leading 5–3 (gammonless situation) yields:

	Score	MWC*
Black takes and wins	7–3	100%
Black takes and loses	5-5	50%
Black passes	5-4	60%

(*MWC designates Match-Winning Chance)

By taking, Black gains 40% MWC if he wins, but loses 10% MWC if he loses. Black gets 4 to 1 odds on this take and breaks even at a take point of 20% CPW for the game. Or, at 20%, he wins the match on this game plus 1/2 of the 80% he loses the game, he wins from 5–5 for another 40% wins. Thus (with a gamewinning chance of 20%), Black wins 60% of the matches if he takes which is equal to the 60% wins he can get by dropping and playing from 5–4. Therefore, if Black can't be gammoned, he can take at this score with 20% winning probability.

However, if the gammon matters to Black, his cube taking strategy is very different. Now we can't simply compare Black's winning chances to his take point, but we can simply input the chances of Black's possible outcomes into the match equity charts and total Black's MWC occurring from each possible result:

	Score	MWC	Total
$W_s = 43.5\%$	7–3	100%	43.5%
$L_s = 31.5\%$	5–5	50%	15.8%
$L_{g} = 25\%$	5-7	0%	0%
8	Total N	MWC	59.3%

Since 59.3% is less than the 60% MWC Black has by passing, he should pass when ahead 5–3.

In actuality, this decision is not as close as it appears because after Black takes, he cannot be redoubled, and White doesn't care if she is gammoned and thus can play more recklessly for a win.

Since Black won't win as many games with a dead cube as when he can redouble, his chances will be several percent less than in a money game thus reducing his match-winning chances and giving him a sure pass. (This takes into account likely discrepancies between my roll-out data and

the actual chances.) My estimate for Black's match equity with reduced game-winning chances due to a dead cube is only 56.5%.

Points To Remember:

- 1. Beware of taking gammonish 2-cubes when your opponent is four points from victory and you are ahead in the match. Clear money takes can become clear tournament drops in these situations.
- 2. You will win fewer games when you can't redouble after taking due to the match score considerations than you can win from the same position when you can use the cube effectively because your opponent cannot be doubled out.

Of course nobody can perfectly assess this type of position over the board. However, it is very important to see that Black loses many gammons here and that these gammon losses weigh very heavily against him causing a clear money take position to become a clear pass at the given score.

In my next "Match Cubes" column, I'll show how to use the concept of Gammon Price to assess this cube decision. Δ

THE CHICAGOLAND ALL-TIME TOP 50

1974-1989 inclusive

Land to the same of the same o	-	THE RESIDENCE OF THE PROPERTY	
1 Howard Markowitz	426.05	26 Peter Kalba	119.82
2 Tak Morioka	361.38	27 Brooks Robinson	96.82
3 Bill Davis	331.51	28 John Demian	96.19
4 Chris Stanford	232.24	29 Steve Tennant	94.26
5 Yamin Yamin	232.06	30 Jeff Henry	93.12
6 Don Desmond	212.25	31 Phyllis Smolinski	92.83
7 Randy Cone	199.94	32 Jim Gibbs	92.13
8 Bobbie Shifrin	197.97	33 Frederick Grand	80.00
9 Ed Bauder	193.14	34 Dale Barker	75.56
0 Kent Maynard	177.97	35 Sam Hakimi	74.66
1 Gene Chait	170.14	36 Charles Peres	69.87
2 Barry Epstein	169.58	37 Marlene Weinstein	68.53
3 Phil Martorelli	163.47	38 Dave Libchaber	68.52
14 Ron Garber	158.98	39 Lenore Steelman	68.43
5 Earl Risch	156.04	40 Paul Larson	67.73
6 Dean Morehouse	153.92	41 Mike Siegel	66.62
7 Kathy Rudnick	151.34	42 Ollie Mullenbach	65.13
8 Joann Feinstein	142.39	43 Greg Shore	64.92
9 Harry Cohn	139.52	44 Ken Bond	59.91
20 Dave Cramer	136.59	45 Don Jayhan	59.18
21 Deeb Shalati	135.78	46 John Aprahamian	58.96
22 Ira Hoffberg	130.80	47 Eileen Cohen	58.80
23 Ida Zeman	130.56	48 Mike Cohen	56.16
24 Sarg Serges	130.45	49 Dean Muench	56.16
5 Lucky Nelson	122.42	50 Norma Shyer	54.66
	(1549 name	es on file)	

JUNIOR MASTER-3 MASTER-10 ADVANCED MASTER-25 SENIOR MASTER-50 ADVANCED SENIOR MASTER-100 GRAND MASTER-200 CHICAGOLAND LIFE MASTER-300

Current area clubs: Chicago Bar Point Club, Pub Club, Winnetka BG Club, Pair O' Dice BG Club.

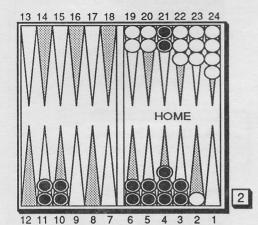
Past clubs included in all-time listings: National Backgammon League, House of Backgammon, Pub Club West, Gammon's of Chicago, Cubicle. Δ

last month's position

PROBLEM #156 SOLVED

by Kit Woolsey

Money game. BLACK TO PLAY 3-2.



This position involves the common theme of hitting off the edge of a partial prime with the possibility of serious losses if you are hit back due to your opponent's strong home board. Important considerations are White's stripped position (many numbers crack her board), and Black's possession of the doubling cube. Black doesn't necessarily have to carry out a win—he just has to reach a doubling position where White has a drop or at least a close decision.

Suppose Black chooses to hit (4/2*). Then I think the 3 should clearly be 11/8. It's important to have at least one builder in direct cover range. Building the 2-point with 5/2 is not the right idea. The blotted 5-point gives White an extra shot, and if she hits, her escape route is free and clear.

Hemming in a back man and causing White's board to break is Black's best winning angle if he does get hit.

On the other hand, 10/7 is not necessary. The swing on an opposing 6-1 is just enormous. If Black plays 11/8 and White fails to hit back, she either dances or breaks her board with any entering number other than 6-1. In either of these cases, Black has a very strong double. White may have a take, but I am not at all sure and would not be surprised to see many opponents pass. Note that if Black doesn't have a builder in direct range, he wouldn't have much of a double even if White flunked. The extra gammon risk is clearly offset by the ability to possibly claim the game on 22 of 36 rolls.

What are Black's alternatives if he doesn't hit? The obvious candidates are 11/8, 10/8, making the important 8-point, and 21/16, gaining more control of the outfield and leaving no indirect shots. Something like 11/6 is clearly inferior—it gains virtually nothing and leaves four very significant indirect shots. Therefore, the three plays we must examine are 11/8, 4/2* and 11/8, 10/8 and 21/16.

The easiest play to eliminate is 21/16. This leaves White four good running numbers: 6-6, 5-5 and 5-6. (1-1 and 2-2 are not too weak, either.) More important, suppose White rolls nothing special and just clears her 6-point. Black is still a long way from a double, since White is way ahead in the race, her board is still as strong as Black's, and Black isn't threatening all that much on the next roll.

How about making the 8-point? On the down side, White is very strong with seven numbers: 5-3, 5-4, 5-5 and 5-6. And when White just clears her 6-point, Black has much the better of it. However, I still think that if he chose to double, it would be

pretty loose and White would have an easy take. True, Black now would have some threats, but White is still threatening to escape in one roll and still has a strong board. Only if White rolled 6-3 or 6-4 and was forced to leave a second blot would Black have a powerful (perhaps passevoking) double.

The hitting play (11/8, 4/2*) seems strongest to me. This leaves White only four excellent (5-2, 6-2) and three good (1-1, 2-1) responses. If White hits but doesn't escape, Black is still well in the fight, for White will be behind a 4-prime with her board ready to crack on the next roll if she fails to shake a 5 or 6. On the upside, suppose White dances, or enters on the 1-point but is forced to leave a shot (with 3-1, 4-1 or 5-1). Now Black is threatening to make a 5-prime and/or hit a second blot. I think this combination of threats' gives Black a very strong double, one which White probably should pass. Even if White has a take, many players would certainly pass, so we can consider these variations as virtual wins for Black.

Thus, on 22 out of 36 numbers, Black has a very strong double if he chooses the hitting play. This is quite significant. Since 11/8, 4/2* leaves White as few or fewer killing responses than any of the other plays and virtually claims the game over half the time, it appears to be the clear choice, even considering the increased gammon jeopardy.

If Black did not have access to the cube, one of the quieter plays might well be superior (although my guess is that hitting off the edge of the prime, the normal thematic play, would still be best). However, with Black holding the cube and thus needing only to establish a strong doubling threat, hitting becomes the clear winner. Δ

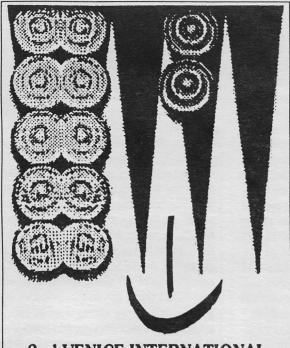
AMALGAMATION

Thanks for the many cards and letters congratulating us on winning the Nevada State Championships. May the next victory be yours... America's First Lady of backgammon, Carol Joy Cole is interviewed in an upcoming issue of the German language *Backgammon Magazin* by editor Haio Forler. For the English translation, send a stamped, self-addressed envelope (or \$1 U.S. overseas) to: CJC Reprint, c/o Chicago POINT, 2726 W. Lunt Ave., Chicago, IL 60645... Welcome back to Marty Tatosian who just returned from three weeks on business in China.... Get well wishes go to reigning Midwest and Hawthorne Classic

champ Don Desmond who slipped on the ice in Chicago February 13 and broke his shoulder blade.... Visiting the Bar Point Club in February: Azzam Masarani (Pasadina, CA)... Note these three new North American backgammon spots since the January listing: (1) The Colorado Backgammon Assn. meets on Thursdays at J. L.'s Cheers in Denver. Phone Earl Earp at 303/778-1105. (2) The Phoenix Backgammon Club holds their Grand Opening tournament at the Jockey Club on March 8. Veronica Mooney (602/831-9693) has the particulars. (3) Toronto Backgammon now meets Thursdays & Saturdays at Blues & Cues, a \$3,000,000 facility. Owner Gene Lew (416/292-3699) has the information... The Louisville Gammon Gazette ceased

publication with the Jan. 1990 issue. Editor Donald Guss claimed there was not enough interest to justify its continuation. And Werner Waschke reports from Germany that Backgammon Zentrale is having problems with player growth and tournament tax laws. The first negative step appears to be the eminent cancellation of their English language Info-Service newsletter... Best of luck to Joe Sylvester who is now director of backgammon at the Cavendish North Club in Southfield, Michigan... Engineering student Tim Serges can take pride as the co-designer of a solar-powered vehicle that will represent the University of Illinois at the "America Tour De Sol" May 23 in Montpelier, VT... Will we see you March 23–25 at the Midwest Championships? Δ

Chicago POINT



2nd VENICE INTERNATIONAL TOURNAMENT OF BACKGAMMON

> Casinò Municipale di Venezia 18-20 May 1990 Lido di Venezia, Italy

PROGRAM

Friday 18 May

15.00-20.00 Final registration: Casinò Municipale Di Venezia 21.00 Welcoming drink 21.30 Tournament play begins

Saturday 19 May

15:00 Tournament continues Start of Consolation 21:30 Start of Super-Jackpot

Sunday 20 May

15.00 Start of Last Chance Finals of all tournaments 20.00 Prize-giving ceremony Various Jackpots will be organized.

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INFORMATION/REGISTRATION

Dario De Toffoli, tournament director SD2 studiogiochi S. Polo 3083 I-30135 Venezia, ITALY Telephone: (0)41/5211029

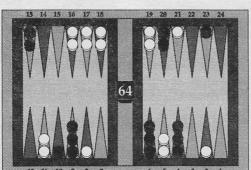
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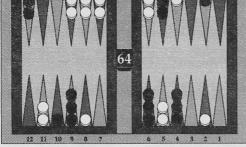
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