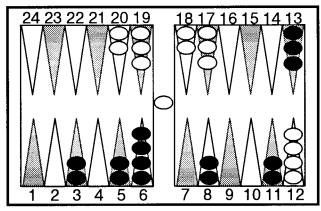




January 1999

What do you mean...No Cube? by Butch Meese



5 Point Match (No Cube) Black - 3 White - 2 Black on roll?

What is Black waiting for? In modern backgammon, we all have come accustomed to, Black would be considering doubling on every move. With no cube in a match like this, Black's strategy is very simple. Gammons are unlikely and with a 26 pip lead in the race, just play safely and win the race. But modern backgammon does include the cube which has spiced up the game and made backgammon what it is today.

With the cube centered, both players have to play knowing that the cube can come into play on any turn. The experienced players are weighing their game equity against their match equity before every turn.

With Black leading 3-2, Black should be careful with the cube because if the double is accepted, it will be coming back at 4. If White accepts, he will lose the match if he loses the game, regardless of whether the cube is on 2 or 4. By shipping it back, he guarantees winning the match if he wins the game.

But there is a point where White has a drop

at this score. The good news for White is that if he hits a checker, he would most likely win if he can maintain or build on his 4-point prime.

Sitting at the table, I felt comfortable doubling. My opponent pondered for a moment and took. His next turn, he redoubled to 4. I was able to win fairly easily.

Both robots, JellyFish and Snowie evaluated this as too good to double and a drop for White. What a surprised!! Both said that Black wins 80% of the time with a fourth of those wins as gammons. White's match equity if he drops is around 25%. Warning: if Black plays on, he plays on for a gammon but must keep an eye on the cube. If the position starts going south, he must turn the cube.

1998 HBC Player of the Year Don Woods

Another year, another Player of the Year Award for Don Woods. Don took over the lead in May and never looked back. Butch Meese did have a slim chance to over take Don as late as early December, but could not muster the needed wins. Butch finished second just above Jim Curtis in the final standings listed on Page 2.

1998 HBC New Player of the Year Al Gomez

Al Gomez started playing with the club in the middle of 1997. He was pretty green when he started but stuck with it and improved. He even won **Player of the Month** for January of this year and finished 8th in the final standings. This is a new award starting in 1998. Who will be the New Player of the Year for 1999?



Happy

New

Year!!

Party Likes It's 1999

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1998 Hoosier Backgammon Club Final Gammon Point Standings. The HBC Player of the Month for December was Jim Curtis with 212 gammon points. (#) times Player of the Month

1)	Don Woods (2)1608	Richard Heinz108	John Jennings 20
2)	Butch Meese (2) 1490	Kevin McLeaster100	Kay Beck20
2) 3)	Jim Curtis (2) 1480	Peter Kalba 80	John Brussel20
	Sean Garber (2) 1340	Jon Stephens 80	Anita Griswold 20
4) 5) 6)	Chuck Stimming 1082	Bill Julian72	Mark Larios 20
6)	Larry Strommen (2) 926	Joe Miller 64	Cindy Britten20
7)	Mary Ann Meese 848	David Britten50	Wendy Kaplan20
8) 9)	Al Gomez (1) 826	Dave Fey 40	Gabe Stiasny20
9)	Dave Groner (1) 724	Femi Owiku 40	Bobbie Shifrin10
10)	Gino Agresti440	Neil Ezell40	Alan Gartner10
•	Chuck Bower 434	Cathie Benneth 40	Scott Richardson 10
	Jan Gurvitz244	Rob Maier30	Lou Ramer10
	Woody Woodworth 230	Alan Haas30	Mary Franks 10
	Luke Ćlippinger 206	Paul Franks 30	Art Óverbay10
	Jim Mieske 140	Frank Scott20	•
	Reggie Porter 128	Larry Buckingham 20	

HBC Backgammon Sunday & 1998 Awards

Sunday, February 21st Registration 12:00-12:45PM Awards 12:45PM Play Begins 1:00PM

> Wildcat Brewing Company 92nd & North Michigan Road Sunday Brunch 11AM-4PM

Open Div \$20...\$10 Optional Sidepool Limited Division \$10 Double Gammon Points Format: Main (9pts) Consolation (7pts)

Pre-register and save the \$5 Late Fee 255-8902 or meese@worldnet.att.net

Gammon Points Reviewed

Gammon points are used to determine the Player of the Month and Player of the Year.

The winner receives 10 points for each match won. When a player wins first place, his match points win are multiplied by 2. When a player wins second place then the match points are multiplied by 1.6. No points are awarded for getting a bye.

Sample: If a player wins three matches and finishes first, then s/he would receive 60 points for the event. If a player wins four matches and finishes first, then s/he would receive 80 gammon points.

When there is more than one division, like a one-day tournament, the Open players receive 10 points for each match won, the Advance 8 points, Intermediate 5 points and Novice 3 points. Some events will award double gammon points which will be pre-announced in the notice or newsletter. No gammon points are awarded for the Indiana Open or the Club Championship.

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	December 3rd	December 10th	December 13th	December 17th	
1st	Don Woods	Butch Meese	Larry Strommen	Butch Meese	
2nd	Sean Garber	Mary Ann Meese	Chuck Bower	Jim Curtis	
2nd	Butch Meese	Chuck Stimming	Jim Curtis		

Tournament Schedule

Feb 12-14 21st Pittsburgh Backgammon Championships, Greentree Marriott, Pittsburgh, PA (412) 823-7500
Mar 19-21 1999 Midwest Backgammon Championships, Radisson Hotel, Lisle, IL (773) 583-6464
Apr 20-25 International Twin Championships, Four Queens, Las Vegas, NV(702) 893-6025
Thursday 7,00 DM at Wildoot Browing Company (972 2445) 02nd 9 North Michigan Bood 255 800

Thursdays..... 7:00 PM at **Wildcat Brewing Company** (872-3446) 92nd & North Michigan Road 255-8902