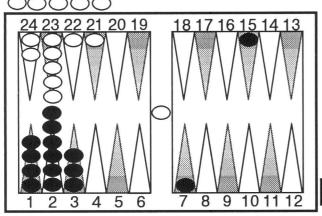


A Miss Is As Good As A Mile

by Chuck Bower



Money Game, Black to play 6-2?

Ten years ago next month Bill Robertie and Kent Goulding began what became one of the best backgammon periodicals of all time: **Inside Backgammon**. Forty-four issues were printed over eight years. Nearly every area of backgammon was addressed from the intermediate level through cutting edge theory. The quality was so high that virtually everything published is still accurate and applicable--a rare happenstance in this fast evolving game.

In their first issue, Goulding wrote an article titled *The Road to Better Backgammon*. There he made a statement which he credited to Paul Magriel, but which I have ever since remembered as Goulding's wise advice: *Many (possibly most) inferior moves are made not because the best play was considered and then rejected, but because the best play was completely overlooked.*

When the illustrated position occurred in one of my matches, I was strapped with a dilemma: play efficiently with 15/7 or waste some pips but set up for a return shot. If opponent quickly enters, keeping a checker outside could be key, playing 7/1, 15/13. If only Goulding's teachings

had resurfaced then.

We're *Moving*!!! Starting December 28th, HBC will be playing at

NEON JOHNNY'S Sport Bar & Grill

86th & Township Road (between Bravo and Kroger)

FYI: Wildcat was bought out by Texas Road House and closed on December 23rd.

Playing 15/7 may look efficient, but it wastes a crossover. Next turn Black is likely to play at least one of those checkers deeply into the home board, and will need doubles to bear off that turn. 7/1, 15/13 not only wastes pips and crossovers now, but doesn't give Black that many shots if White enters. Only 7/36 White rolls (65, 64, 54, and 55) force a direct shot. 15/9, 3/1 gives Black enough double shots to make it better than the previous two moves, but crossovers are wasted here as well.

The best play according to Snowie rollouts (and one I overlooked) is the brazen 15/9, 7/5. If White fans (9/36 rolls), Black has the advantage of an extra crossover and will likely take a checker off with his/her next roll. If White enters and flies past Black (6/36 rolls), Black will need some lucky dice, but again s/he will require only 16 crossovers. If Black enters without hitting and without escaping (10/36 rolls), Black will get a single shot. The remaining 11/36 rolls (4-1 and all 5's except 6-5) hit but give Black an average of 17 return shots.

The total chances of Black hitting a shot next turn are: 30% after 15/9, 3/1; 23% after 15/9, 7/5; 14% after 7/1, 15/13, and 11% after 15/7. The best play comes in second in return shots but more than makes up for this with the extra crossover. Note that if Black gets a shot but misses it, that game turns into a race and the extra crossover matters then, too.

In backgammon, the word **miss** is usually associated with a player getting a shot at his opponent but failing to hit. However, we can't control the dice. Much worse is 'missing' a play by failing to consider it. That occurrence is a real shame, because the equity was there for the taking and only human error kept one from collecting it.

Special K Club --- 10 Matches in a Row

The last time HBC had a player win 10 matches in a row was 1997. It happened this year from October 19th to November 2nd. Butch Meese won first place for those three nights and his name is added to the list of the **Special** K Club compiled in December 1997.

Player	Dates	No. Won	String Breaker
Rick Reahard	Jun 1 6-30, 1988	11	Butch Meese
Ken Bruck	Nov 29-Dec 1, 1988	10	Mick Dobratz
Larry Strommen	Dec 8-23, 1988	11	Butch Meese
Chuck Stimming	Dec 29-Jan 12, 1989	11	Glen Theobald
Butch Meese	June 8-15, 1989	14	David Smith
Butch Meese	Sept 28-Oct 12, 1989	12	Brian Nelson
Jim Curtis	Jun 25-July 2, 1992	10	Don Woods
Chuck Stimming	Oct 22, 29-Nov 5, 1992	12	Wendy Kaplan
Don Woods	Dec 9-Jan 6, 1994	17**	Butch Meese
Chuck Stimming	Apr 20-May 11, 1995	10	Woody Woodworth
Sean Garber	Jul 25-Aug 15, 1996	12	Larry Strommen
Don Woods	Oct 31-Nov 21, 1996	10	Mary Ann Meese
Chuck Stimming	Oct 30-Nov 20, 1997	13	Sean Garber
Butch Meese	Oct 19-Nov 2, 2000	10	Charley Haley
** Club Record - 17 in a	row (1 in 131072)		

** Club Record - 17 in a row (1 in 131072)

2000 Hoosier Backgammon Club Gammon Point Standings as of October 2000. The Player of the Month for November was Butch Meese with 150 gammon points.

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Butc	h Meese with 150 gammon points.
1)	Butch Meese1367
2)	Larry Strommen991
3)	Jim Curtis884
4)	Gino Agresti779
5)	Dave Groner729
6)	Sean Garber693
7)	Mary Ann Meese 669
8)	Chuck Stimming 545
9)	Gabe Stiasny429
10)	Woody Woodworth 406
	Al Gomez342
	Ron Black 342
	Terry Bateman329
	Don Woods303
	Scott Day176
	Jeremy Bagai100
	Butch Bates96
	Richard Larsen70
	John Jennings 54
	David Smith 45
	Philip Degen38

Curtis Lucas
Luke Clippinger36 Chuck Bower32
Chuck Bower32
Chuck Bower32
Jeff Flowers 28
David Schwind26
Bob Zavoral26
John Brussel24
Charley Haley22
Paul Horstman20
Cathie Benneth20
Bill Robertie20
Jim Roston20
Jon Stephens18
Greg Tomlin16
Ross Ratzov16
Jake Jacobs10
Jan Gurvitz10
Lance Jenkins10
Frank Hanley8
Bill Julian8
Betty Coppic8
Austin_Bennett8
Mary_Franks8
Ray Fogerlund8

1st I 2nd 3	November 2nd Butch Meese Jim Curtis	November 9th Sean Garber Chuck Stimming	November 16th Butch Meese Woody Woodworth	November 23rd Gabe Stiasny Sean Garber
2nd L	Larry Strommen	•••	• • •	•••

Feb 16-1823rd Annual Pittsburgh BG Championships, Greentree Radisson, Pittsburgh (412) 823-75	00
Mar 23-25 2001 Midwest Championships, Radisson, Lisle, Illinois	i4